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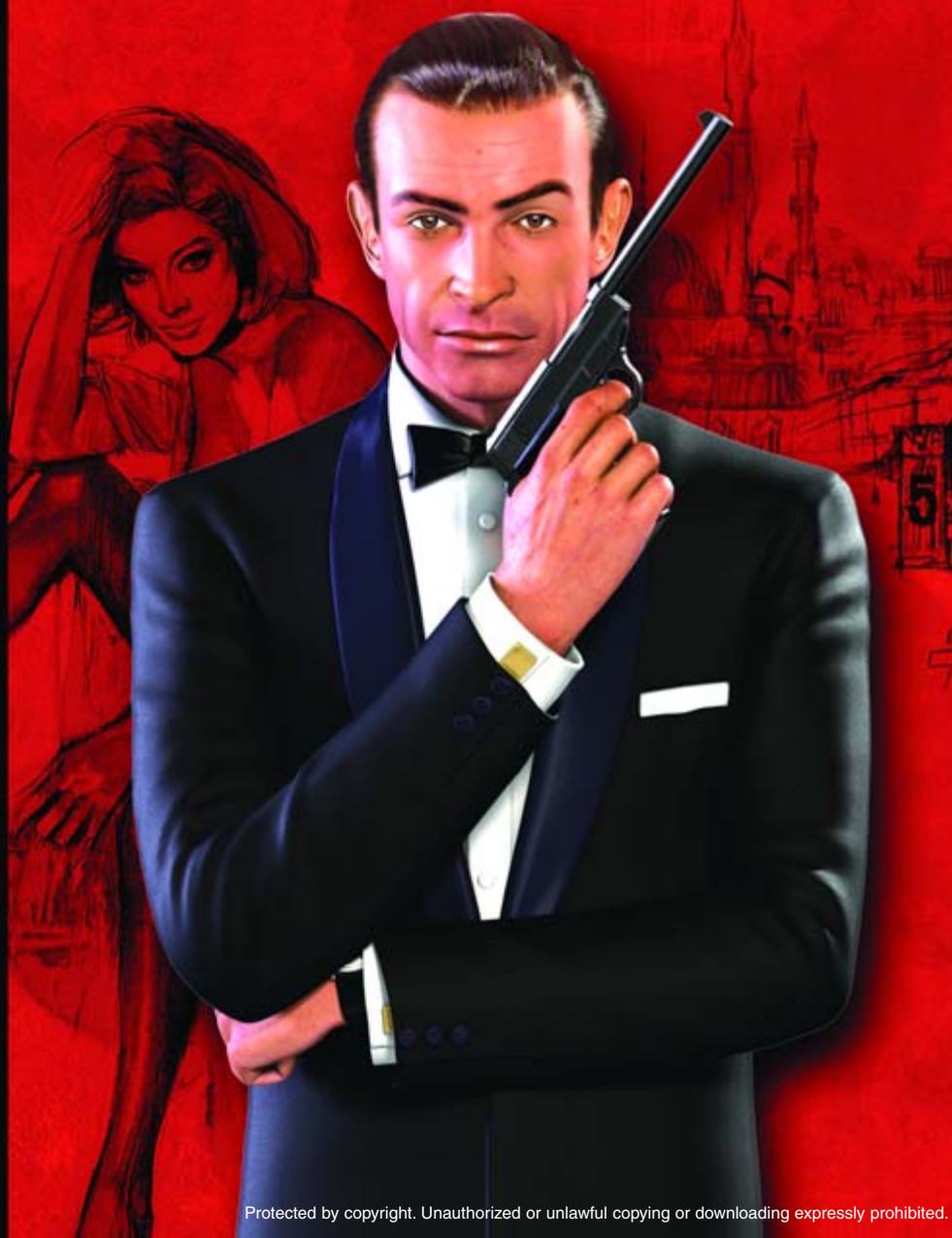
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FROM RUSSIA WITH LOVE 007

STARRING SEAN CONNERY AS JAMES BOND

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A DREAM COME TRUE

James Bond is back for another thrilling adventure—a video game experience based on one of the greatest 007 movies ever: *From Russia with Love*. Set in the Cold War era of the 1960s, *From Russia with Love* features the likeness and voice of none other than Sean Connery himself.

As you step into the shoes of 007, prepare to immerse yourself in the classic Bond world, complete with vintage cars, beautiful women, exotic locales, and amazing weapons and gadgets. Get ready to hone your combat, driving, and stealth skills as you thwart the evil plans of a shadowy organization known as OCTOPUS, which has hatched a nefarious plan to upset the balance of world power—with Bond as an unwitting pawn!

DO I NEED TO WATCH THE MOVIE FIRST?

If you're reading this book, chances are you've already seen the movie this game is based on. If you haven't seen the movie, you might be wondering if watching it will help—or spoil—your video game experience. Well, if you've never seen the movie before, it's a toss up. Watching the movie beforehand will give you a better sense of the game's storyline, as well as the key characters involved. For players unfamiliar with either Bond or the Cold War tension of the 1960s, the movie will definitely help you "soak up the atmosphere" and put you in the right frame of mind. However, if you're one of those players who loves surprises and hates plot spoilers in any shape or form, it might be better to beat the game before watching the movie.

For those who have already seen the movie, there'll be some very recognizable characters, locations, and plot points throughout the game. However, you haven't seen everything; the game has greatly expanded on the movie's plot, and features new or expanded missions that flesh out the storyline. There are also a number of surprise twists that will give die-hard Bond fans much to get excited about. In other words, if you've already seen the movie, don't worry—your gaming experience won't be spoiled.

WHAT YOU'LL FIND IN THIS GUIDE

BOND TACTICS

This section comprises an overview of the Bond world, with everything you need to know about the gadgets, vehicles, and weapons. In addition, it covers combat, driving, and stealth tactics, as well as the smartest ways to upgrade Bond's items and abilities.

SINGLE-PLAYER WALKTHROUGH: PRIMARY MISSIONS

This section provides an overview of the main single-player missions, including how to complete all mission objectives, find all secret items and areas, and how to unlock the game's hidden missions. Key information on how to dispatch enemies is incorporated into the walkthrough.

SINGLE-PLAYER WALKTHROUGH: HIDDEN MISSIONS

This section is similar in structure to primary mission walkthrough, but covers the secret single-player missions that are unlocked during the primary missions.

MULTIPLAYER TACTICS: STRATEGIES AND LEVEL HIGHLIGHTS

This section covers the multiplayer game mode, with key multiplayer gameplay tactics as well as an overview of the multiplayer levels.

FOR YOUR EYES ONLY: SECRETS, EXTRAS, AND APPENDICES

This section covers the game's hidden bonuses, cheats, and other surprises. The appendices feature a variety of game-related data that you may find handy.

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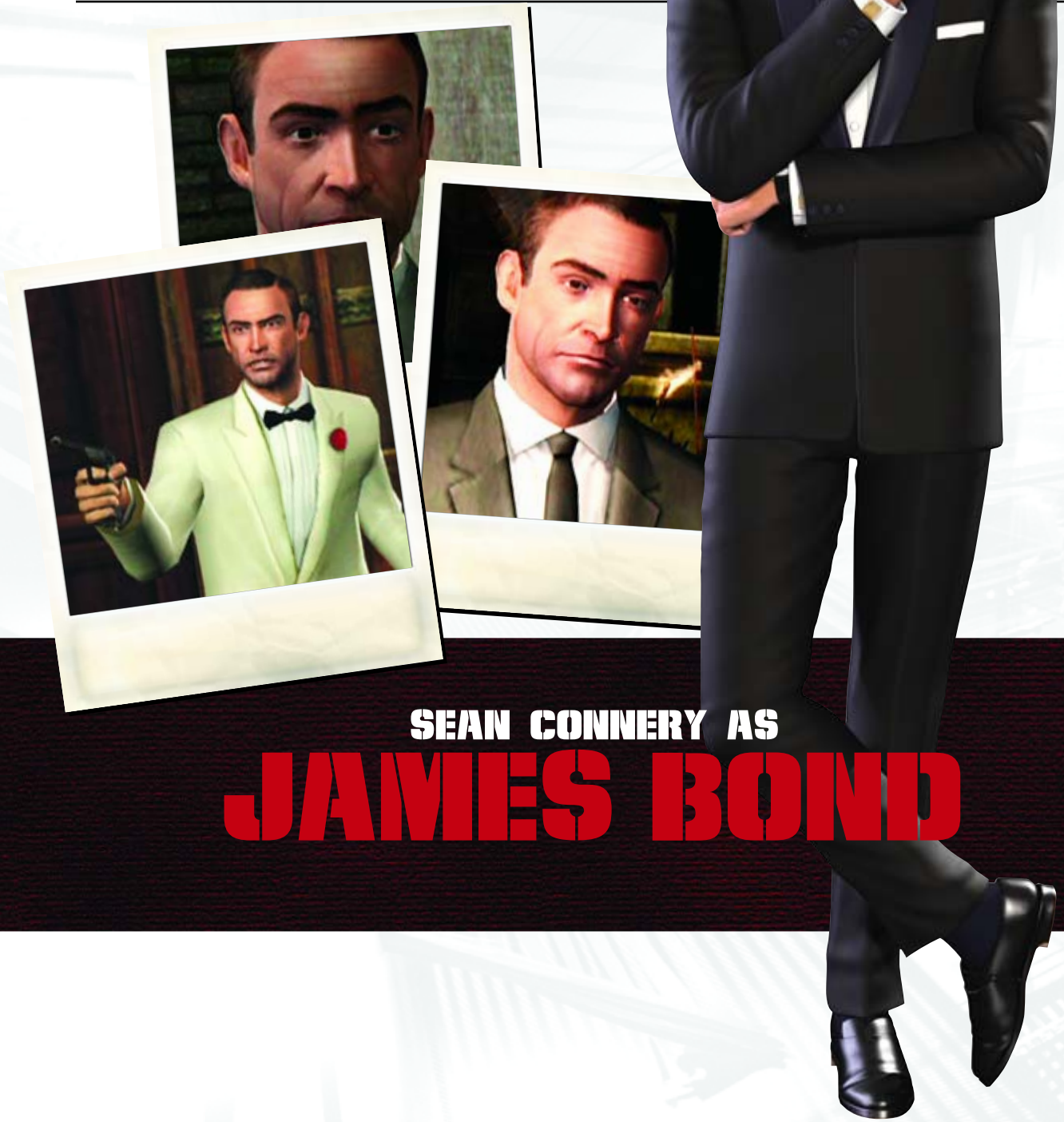
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CAST BIO: SEAN CONNERY

Academy Award winner Sean Connery makes his first-ever "appearance" in a video game, reprising what is arguably his most famous role. Connery lent his voice and likeness to create the ultimate authentic 007 game experience. "As an artist, I see this as another way to explore the creative process," said Connery. "Video games are an extremely popular form of entertainment today, and I am looking forward to seeing how it all fits together."



SEAN CONNERY AS JAMES BOND

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CAST BIO: NATASHA BEDINGFIELD

As one of the newest Bond girls, Bedingfield makes a cameo appearance in *From Russia with Love* as the daughter of England's prime minister. Her audacious kidnapping at the hands of OCTOPUS henchmen spurs Bond to action as he attempts to save this beautiful young lady. Bedingfield is an extremely popular pop artist who in 2005 released her U.S. debut album, *Unwritten*. "I am thrilled to be featured alongside Sean Connery in the game version of one of my favorite Bond films," said Bedingfield. "It's not every day you get to become a Bond girl, so this is a great honor."





NATASHA BEDINGFIELD AS

ELIZABETH STARK

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CAST BIO: MARIA MENOUNOS

Menounos plays the role of Eva Adara, an original character created exclusively for the game. Eva is villain Red Grant's driver and hench-woman. Menounos acted in the *Fantastic Four* movie and is also a spokesperson for a hair-product line. Menounos has also hosted *Entertainment Tonight* and *ET on MTV*, and has had recurring roles on two TV series: *One Tree Hill* and *Without a Trace*. "I am honored to be a Bond girl and be a part of the Bond legacy," said Menounos. "To star in a video game with [Sean] Connery, the original Bond, is incredible."



MARIA MENOUNOS AS
EVA ADARA

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CAST BIO: ROBERT SHAW

This strong, cunning, and lethal assassin escaped from England's Dartmoor prison and was quickly recruited by OCTOPUS to ensure the untimely demise of 007. In the video-game version of *From Russia with Love*, Shaw plays a much-expanded role in the storyline.









ROBERT SHAW AS
RED GRANT

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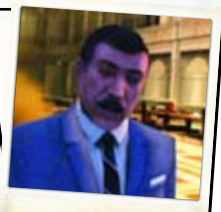
KEY PLAYER: DANIELA BIANCHI AS TATIANA ROMANOVA

As an unsuspecting pawn of OCTOPUS, this beautiful woman works as a clerk in the cipher department at the Russian Consulate in Istanbul. She helps Bond steal the Lektor decoding device—and her loyalty to Russia wavers as she falls hard for her lovely James.




KEY PLAYER: PEDRO ARMENDARIZ AS KERIM BEY

Bey is Bond's main contact in Istanbul and is the charismatic leader of Station T. Bey and his loyal sons help Bond navigate the streets and secret waterways of Istanbul, providing advice as well as assistance in 007's efforts to meet up with Romanova and steal the Lektor.

KEY PLAYER: LOTTE LENYA AS ROSA KLEBB

A former Soviet intelligence agent, Klebb is the OCTOPUS operative who secretly recruits Tatiana Romanova to unwittingly participate in the evil organization's nefarious plan. She is a dangerous individual who carries a poison-tipped dagger hidden inside her shoe.




KEY PLAYER: FRED HAGGERTY AS KRILENCU

Krilencu is Kerim Bey's nemesis—a henchman who wounds Bey during his raid of a gypsy camp on the outskirts of Istanbul. Krilencu then becomes Bey's target, who eventually gets to exact revenge with Bond's help.




KEY PLAYER: BERNARD LEE AS M

As the head of MI6 in London, M (his real name is never revealed) is Bond's superior. He is the one who sends the secret agent to Istanbul to steal the Lektor.




KEY PLAYER: DESMOND LLEWELYN AS Q

Q and his lab assistants are in charge of developing and testing new spy gadgets and weapons for MI6's agents. Q is extremely proud of his work and gets extremely frustrated when agents such as Bond wind up destroying his precious creations.

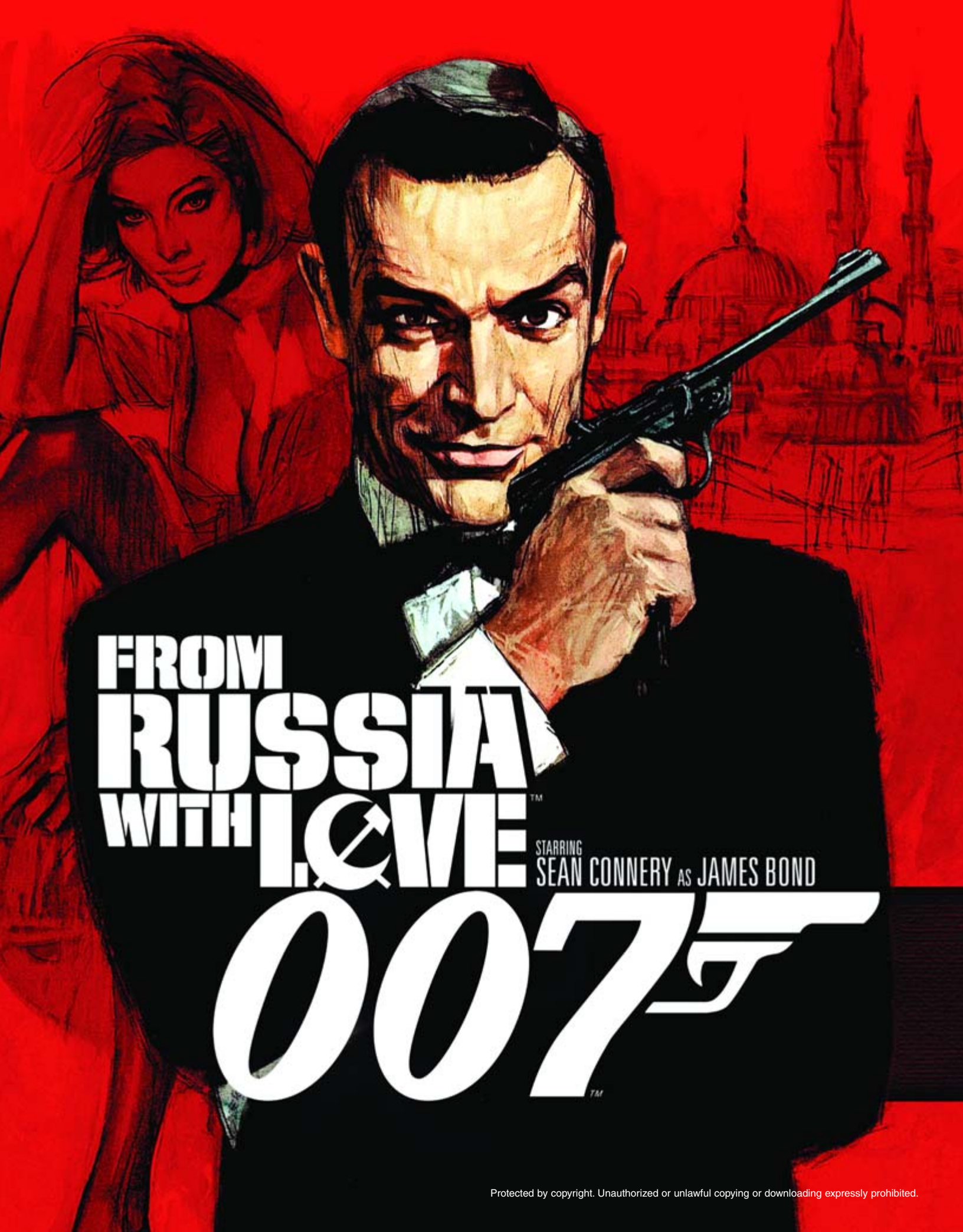



KEY PLAYER: LOIS MAXWELL AS MONEYPENNY

As secretary for M, Moneypenny is entrusted with keeping and organizing the secret documents that pass through the office of MI6's boss. She and Bond often enjoy flirtatious encounters when the secret agent needs to see his superior.




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BOND BASICS

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UNDERSTANDING THE GAME SCREEN

The standard gameplay screen displays key information regarding James Bond:



1 007 HEALTH INDICATOR (LOWER LEFT)

This bar displays your health (or the "health" of your vehicle when you're driving a car or using a jet pack). The blue bar beneath the green one indicates your armor level. When all armor is destroyed, the bar disappears. As you take progressively more damage, the green health indicator shrinks and turns to yellow and finally to flashing red—at that point, you are critically low on health.

DANGER!

Armor can be replenished, but health cannot. If you are critically injured and find armor, it replenishes the blue bar—but your health remains at a critical level! With that said, one of the most important tactics for success is to keep your armor level as high as possible to avoid losing health, even if that means backtracking during a mission to retrieve an armor vest.

2 RADAR SCREEN (UPPER RIGHT)

This gives you a visual radar display of where you are in a level. Objective points and important locations will show up as blue or red dots on the radar screen—so get your bearing in relation to those dots.

3 WEAPON BOX (LOWER RIGHT)

This gives you a visual display of the weapon in use. The numbers next to the weapon indicate the number of bullets in the weapon and how much total ammunition you're carrying. When you're using special ammunition, the ammunition portion of the box will change from gray to red.



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GADGETS AND VEHICLES

As you might expect, Bond has quite the assortment of retro-futuristic gadgets and vehicles at his command:

ASTON MARTIN DB5

This silver sports car features retractable machine guns, guided missiles, and tire spikes that extend from the wheels. It is arguably the most famous Bond car—but for 007 fans it'll prove a special treat, since the DB5 actually never appeared on-screen in the movie version of *From Russia with Love*. (However, it's certainly plausible that Bond would have had access to the DB5 while in Istanbul.)



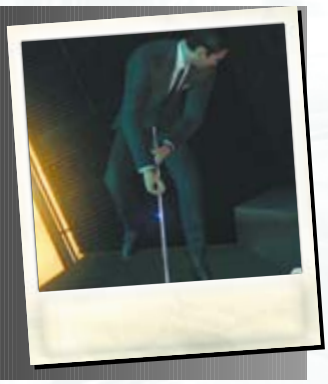
Q-ARMOR

Q-Armor is a thin and lightweight vest (worn underneath an outfit) designed to protect your body from bullets and shrapnel. You can upgrade it to provide more protection—a necessity in later missions.



RAPPEL GADGET

The Rappel Gadget allows you to climb up and down vertical surfaces with the aid of a thin but strong rope that can hook onto roof ledges or other sturdy structures. However, it can be used only at certain locations.



Q-COPTER

The Q-Copter is a small remote-controlled copter that lets you scout ahead to areas you normally can't get through, such as air vents. It carries an explosive charge that can destroy nearby door locks and even incapacitate enemies. Foes will attempt to shoot and destroy the Q-Copter once they detect it. In addition, the Q-Copter will automatically self-destruct when it is sufficiently damaged or flies out of range.



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SONIC CUFFLINKS

These stylish accessories pack a loud punch when thrown at enemies. Upon impact, the cufflinks emit a high-pitched sound that temporarily stuns nearby enemies—making them easier to dispatch as a result. Q can upgrade the cufflinks to increase their sound range and the duration for which enemies are stunned.



SERUM GUN

This gadget is one of the most potent tools at your disposal. It uses hollow cartridges that contain a serum that disorients enemies so severely, they go berserk and turn on their comrades. Q can upgrade this gadget so it can hold more ammunition.



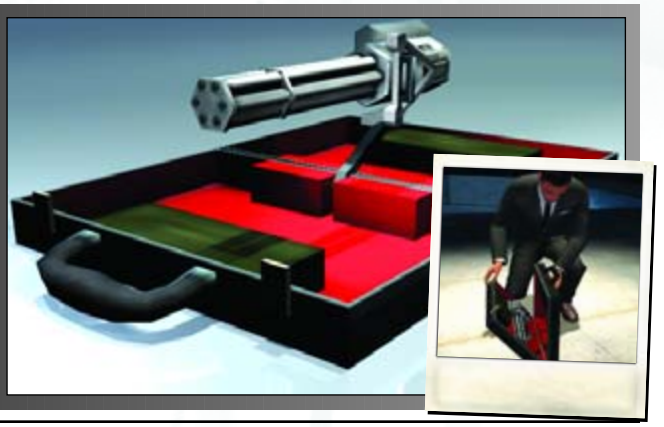
LASER WATCH

This watch features a red laser capable of penetrating bulletproof glass. The laser is powerful enough to destroy door locks and even damage enemies. However, its limited charge generally makes it impractical as a combat tool. Q can upgrade the watch so that the laser can last longer and burn stronger.



BRIEFCASE TURRET

This briefcase contains an automated machine gun that rotates to find enemy targets (it is specially programmed so that it does not injure you accidentally). The machine gun is activated once it is opened and set on a floor. Enemies can shoot at the briefcase to disable it, but the gun will continue operating until it runs out of ammunition or is destroyed.



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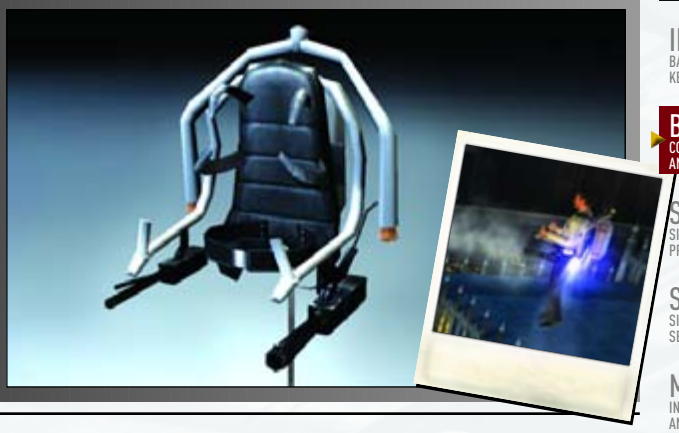
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JET PACK

This gadget isn't a creation of Q-Lab but is instead an invention from the minds of OCTOPUS and the Soviets (although it's entirely possible that OCTOPUS merely stole the Soviet design for its own use). The jet pack features a machine gun and guided missiles. It also has a special boost button that enables its user to quickly dart left or right to dodge enemy fire.



GAS MASK

Although this gadget isn't a creation of Q-Lab, it is an essential tool for entering areas filled with poison gas. It offers a limited supply of oxygen, which begins to drain the moment you don the mask (a special meter appears when you equip the gas mask so that you can see how much oxygen is left).



ARMORED BUGGY

This is a single-seater OCTOPUS vehicle that Bond commandeers during the game (it appears in the multiplayer game as well). Due to its small size, it is fast and agile. The buggy has twin cannons on the hood.





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CONTROLS AND COMBAT TIPS

For most of the missions in *From Russia with Love*, you will spend most of your time navigating on foot. While standing, you can either walk or run by varying the directional pressure placed on the left analog control stick. While crouching, you'll move at a fairly steady pace. Moving in a crouched position will allow you to sneak up behind enemies. (If you don't crouch, enemies will hear your footsteps.)

The right analog control stick directs the camera view. This is immensely useful for looking around corners, up building walls, or down from balconies. You can reset the camera view by pressing down on the control stick (as if it were a button).



LOCK-ON BUTTON

The lock-on button is used to target an enemy (or object, such as a combustible fuel barrel or a door lock). When multiple enemies are on screen, pressing the button repeatedly toggles through various targets. This function is critical when you're trying to lock on to a specific enemy.

When locked on to an enemy or object, a colored circle will frame the target. When targeting enemies, the color of the circle reflects the target's health—green means healthy, yellow means injured, red means critically hurt, and black means eliminated. When targeting objects, the circle will turn from green to yellow and finally to red as it gets closer to being destroyed. When the circle turns white, there is a physical barrier (such as a wall or tree) that prevents you from hitting the target.



WARNING

When you lock on to a target that disappears fully behind cover, you may lose the ability to lock on until the target reappears. Don't assume the coast is clear just because you can't see any targets to lock onto!

Moving the camera while targeting an enemy with Bond Focus will make a yellow dot appear on the target. You can use the camera control to move your aiming point—an important skill to master when enemies are heavily armored and have specific weak points. This technique will also help you target body parts of enemies hidden behind cover.



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DID YOU KNOW?

It is possible to move the yellow dot outside the targeting circle. This is useful for hitting nearby objects. For example, instead of targeting an enemy commando dangling from a rope, aim for the rope itself—a very Bond-esque way of taking care of business!

BOND FOCUS BUTTON

By using Bond Focus in conjunction with the lock-on button, you can zoom in on a target. White circles will outline a target's potential "hot spots." This makes it easier to target specific points on an enemy. Here's a fun trick: try shooting a grenade hanging on an enemy's waist.



COMBAT TIP

Because of the way the shotgun spreads its buckshot, it works well at close range but is generally ineffective for Bond Focus shots.

SHOOT BUTTON

As you might expect, this button fires your weapon, but there's more to it than that. When you equip an automatic weapon, holding down the button delivers a spray of bullets.

If the shoot button is pressed when you're very close to an enemy, you'll perform hand-to-hand combat instead of firing a weapon. In single-player missions, a button will flash on-screen over the enemy once you initiate an attack. Pressing the indicated button immediately will trigger a combo move that will dispatch the enemy. If the button is not pressed, the combo will not occur and the enemy may live (depending on his health status).





COMBAT TIP

When performing hand-to-hand combat in single-player mode, enemies will stop shooting at you (presumably, so they don't shoot their comrade by accident).

WARNING

If you try to overuse hand-to-hand combat, enemies will learn to retreat or sidestep your attacks—leaving you vulnerable to fire. To ensure a successful attack, it's a good idea to stun an enemy momentarily by hitting them with bullets before attacking.

Your hand-to-hand combat animations may change depending on your location. For instance, if you are near a wall while fighting an enemy, you might slam him against the wall. When creeping up behind an unsuspecting foe, you'll go for a stealthy takedown.



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WALL COVER BUTTON

Press this button near a wall (or other flat vertical surface) to put your back to the wall for cover. You can slide along walls or peek around corners and shoot at targets (then quickly dart behind cover). While behind cover, you are shielded from enemy fire.



DID YOU KNOW?

Moving the camera control while using wall cover near a corner allows you to survey additional areas normally not seen in the default camera view.

WARNING

In later missions, enemies armed with grenades or rockets will attempt to flush you from your wall cover points, so don't linger in one spot for too long. In addition, if you start taking damage while using wall cover, there's a chance that an enemy has flanked your position and has a clear shot at you. Disengage wall cover and immediately look around for nearby enemies if this happens.

COMBAT TIP

Enemies use teamwork. If two enemies appear on screen, at least one will take cover (possibly to throw a grenade), while the other will charge your position. Enemies also alert their comrades if they see you pulling out a grenade or bazooka.

CROUCH BUTTON

While the crouch button plays a vital role in performing stealth-based tasks, such as avoiding detection or sneaking up behind enemies, it is also vital during combat. You can crouch to take cover behind low-standing walls, boxes, and fences. You can even shoot over cover while crouched.



COMBAT TIP

Be wary of using the bazooka at close range or while crouching behind cover. If the fired rocket happens to make any contact with the cover, it will explode prematurely and hurt you in the process.

ROLL BUTTON

Rolling is a defensive combat technique. You can use it to disrupt an enemy's targeting, quickly sidestep a rocket or



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grenade attack, or move from one cover point to another without exposing your entire body. Note that, in later missions, enemies are more proficient at aiming their weapons, and rolling grows slightly less effective for avoiding damage.

COMBAT TIP

Make it a habit to crouch before entering a new room or area—and don't be so quick so shoot. In some cases, you may be able to sneak up behind enemies and dispatch them with stealth attacks.

ACTION BUTTON

Normally, the action button is reserved for non-combat tasks such as jumping, vaulting over low obstacles, or opening doors. In some cases, such as when searching a file cabinet or disarming a bomb, the action button must be held down for a period of time. However, outside of those situations the action button performs the most important combat-related action: reloading your currently equipped weapon.

You automatically reload when you run out of ammunition, but you should make a habit of manually reloading during any momentary break in combat. By keeping your weapon fully loaded at all times, you run less of a risk of having to take a "break" to reload during a fierce firefight. (This is a good way to get shot... repeatedly.)

WARNING

Don't manually reload when crouched behind cover that you can vault over. Pressing the action button in this situation may make you vault over the cover rather than reload. The solution is to step away from the cover to safely reload, then return to the cover point.

COMBAT TIP

When stealth is not an issue, you may be able to flush enemies out of their hiding places using this trick: Run to the starting edge of a newly explored area, then quickly retreat to nearby wall cover and watch what enemies pop out.

COMBAT TIP

Some weapons can shoot at longer ranges than others, so if you're having trouble targeting an enemy from a distance, try switching to the assault rifle, sniper rifle, or bazooka instead.

THE FINE ART OF HEAD SHOTS

Aiming for the head while using Bond Focus is arguably the most important combat skill to master: It saves ammunition, it dispatches enemies faster, it can take down enemies who are behind cover, and it results in a scoring bonus. After locking on to an enemy, get into the habit of moving the aiming point up to target the head rather than settling for a body shot. With practice, you'll be able to make head shots a reflexive combat skill—even during fierce firefights.



COMBAT TIP

Don't limit your targeted shots to head shots! If you see an enemy behind cover but can target an exposed arm or leg, shoot at those body parts to cause damage.



COMBAT TIP

If you can't see things on screen too well, the game offers a brightness option so that you can calibrate your video display for optimal viewing.

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LEVEL SCORING AND DIFFICULTY LEVEL



Every single-player mission has four rewards that can be earned based on your performance during a mission:

DISABLES: Earn this award by dispatching the required number of enemies.

TIME: Earn this award by completing the mission below the listed target time.

BOND MOMENT: Earn this award by completing the Bond Moment in the mission.

DIFFICULTY: Earn this award by completing the mission at 00 Agent difficulty.

Since it's nearly impossible to earn all four rewards during a single play-through, you'll most likely have to play through missions multiple times to earn all four awards. There's a smart way to do it, however.

First off, let's discuss the three difficulty levels—Operative, Agent, and 00 Agent—which roughly equate to easy, moderate, and difficult. The combat proficiency of enemies increases at the Agent and 00 Agent difficulty levels, so they become harder to bring down and can cause more damage. In general, beginners should start off at Operative difficulty, while those who have played previous Bond titles have the option of jumping in at Agent difficulty if they want to get right down to business.

What does difficulty have to do with the awards? Essentially, picking the right difficulty level will make some awards easier to earn than others. Playing at Operative difficulty makes it easier to unlock the next level, but it also lets you earn the Disables, Time, and Bond Moment awards without undue stress.

In general, during the first run of a mission it's best to move slowly but surely to earn the Disables and Bond Moment awards. Once you get a feel for a mission, you can replay to focus solely on the Time award. For some missions, ignoring the Bond Moment (once you've earned it previously) will help save time.

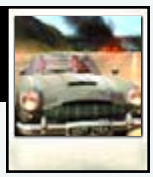
Of course, the Difficulty award can only be earned while playing a mission at 00 Agent difficulty. By the time you're ready for this, you should have enough experience with the missions to make it less of a challenge. To unlock all the single-player missions, you must complete at least nine missions at 00 Agent difficulty—more if you're having trouble earning any of the other awards. (This number can be reduced by earning awards in the extra missions, however.)

You earn Research Points and Skill Points based on how you dispatch enemies. The points system rewards players who don't simply settle for standard body shots, but get creative by pulling off hand-to-hand combat combos, stealth attacks, and focus shots.

Research Points allow you to upgrade weapons and gadgets. Finding schematics hidden within missions yields additional Research Points. Most missions have at least one schematic to find—some have up to four. There are two types of schematics to find: simple schematics are worth 5 points while complex schematics are worth 10 points.

Skill Points are rewarded based on how well you meet the mission award targets. Skill Points are used to purchase extras such as additional multiplayer characters or behind-the-scenes goodies.

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UPGRADING BOND'S WEAPONS AND GADGETS



There is no best way to spend upgrade points. Basically, it depends on your gameplay style. If you chronically run low on health, upgrading the Q-Armor makes perfect sense. If you have trouble taking out enemies or you consistently run out of ammo, an upgrade for your favorite weapon is in order.

That said, if you can master the art of the head shot (as described in the tactics section), you will have more than enough firepower and ammunition to take out foes from the first few missions. If this is the case, the four Q-Armor upgrades come highly recommended as an upgrade path.

In general, weapons upgrades aren't necessary until later missions (including the secret missions). Gadgets have various upgrades as well, depending on the device.

Here's a breakdown of the weapon upgrade categories:

CLIP
This upgrade makes the clip size 50% bigger than standard, which results in fewer reloads.

AMMO
This upgrade makes the maximum ammunition capacity 50% bigger than standard, so you can carry more bullets than usual. This is arguably the most important upgrade.

SPEED
This upgrade increases your firing rate by 25%, so that there is a shorter pause between fired bullets.

SP. AMMO
This upgrade makes the maximum special ammunition capacity 50% bigger than normal, so you can carry more special ammunition bullets than usual.

Here's a list of highly recommended upgrades in order of importance:

Q-ARMOR
Before upgrading a single weapon, boost Q-Armor to the maximum.

SILENCED PP7
Expanding the clip size for the PP7 is a cheap but effective upgrade since you'll find more ammo for this gun than for any other weapon in the game. Other upgrades can come later as they're needed.

SNIPER RIFLE
Upgrading this gun completely will be extremely helpful when completing the Plaza secret mission—and other sniper-related objectives.

BOSCH SHOTGUN
Expanding the clip size makes this weapon much more effective in combat situations.

ASSAULT RIFLE
Increasing the ammunition and special ammunition allows you to carry more bullets—a great bonus thanks to this gun's long-range capability and solid firepower.

KRONEN SMG
Like the assault rifle, upgrading the clip size and ammunition capacity of this weapon is smart thanks to its rapid-fire action.

Other weapons should be upgraded based on which ones you tend to use the most. Clip upgrades aren't really needed if you make a habit of reloading manually during pauses in combat.

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CONVENTIONAL WEAPON

PP7 (WITH SILENCER)

This double-action pistol was standard equipment for all MI6 field agents during the 1960s. Its small size makes it easy to conceal.

PROS	CONS
Its silencer option is effective for preserving stealth; enemies can be taken down without alerting their nearby comrades.	In later missions, the PP7 becomes much less effective for dispatching foes—unless special ammunition is used.

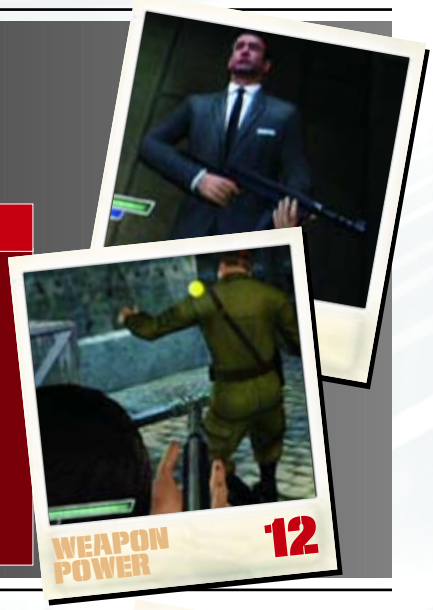


CONVENTIONAL WEAPON

KRONEN SMG

This fully automatic submachine gun features a lightweight metal stock and a wooden grip.

PROS	CONS
Thanks to its rapid-fire capability, it's a good weapon to use when Bond is in a firefight against multiple targets.	The gun's automatic action makes it easy to waste ammunition when not firing in short bursts.



CONVENTIONAL WEAPON

BOSCH SHOTGUN

This single-shot weapon features manual (pump) action and uses 12-gauge ammunition. Though it's a favorite of hunters, it is also used extensively by military and security forces worldwide.

PROS	CONS
Like the Wright Magnum, this weapon delivers superb "stop 'em in their tracks" power.	It has limited range, and since it's a single-shot weapon, it must continually be reloaded.



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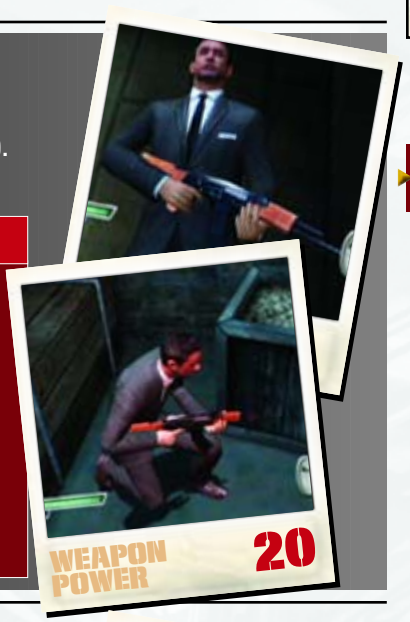
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CONVENTIONAL WEAPON

ASSAULT RIFLE

A mainstay of the Russian army and many paramilitary forces, this automatic assault rifle is extremely durable and reliable. It features a wooden stock and grip.

PROS	CONS
Its ability to hit targets at longer range, plus its heavier firepower relative to the Kronen SMG, make this rifle the best all-around weapon in the game for single-player missions.	Like the Kronen SMG, the gun's automatic action makes it easy to waste ammunition when not firing in short bursts.

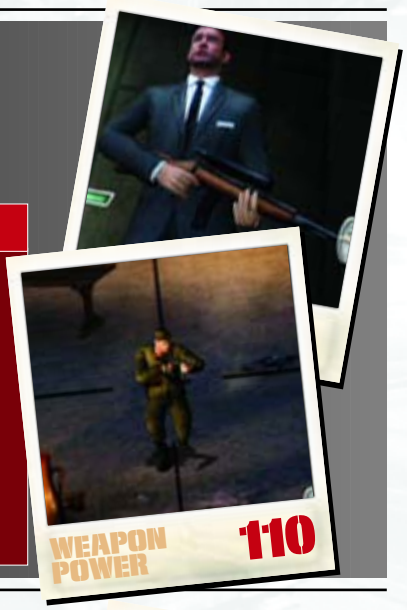


CONVENTIONAL WEAPON

SNIPER RIFLE

This long-range weapon features an aiming scope with crosshairs.

PROS	CONS
It is one of the few weapons that can be aimed accurately at anything—even items that cannot be targeted with Bond Focus (such as windows). Its long range makes it ideal for dispatching enemies from a distance before they can even see Bond.	Bond Focus cannot be used with this weapon, making it extremely impractical for use in fierce firefights or when ambushed. Bond cannot use this weapon from behind wall cover.

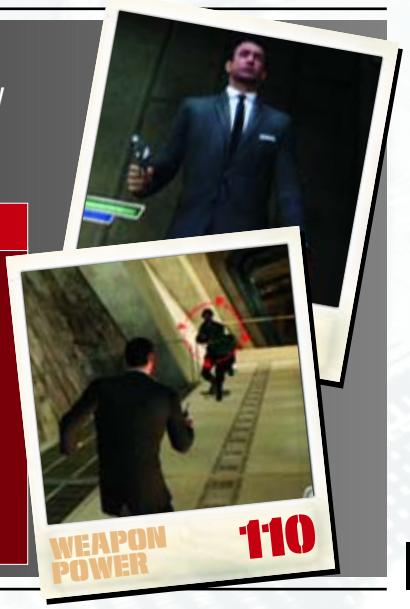


CONVENTIONAL WEAPON

WRIGHT MAGNUM

This large-caliber steel revolver has a wooden grip, an oversized barrel, and plenty of recoil. (Note how much more Bond's arm moves when firing the Magnum compared to the PP7.)

PROS	CONS
This weapon has excellent firepower, and is capable of knocking down foes in just one or two shots. It is arguably Bond's best close-range weapon.	The revolver action and reload time are relatively slow, which may make it impractical when dealing with multiple targets.



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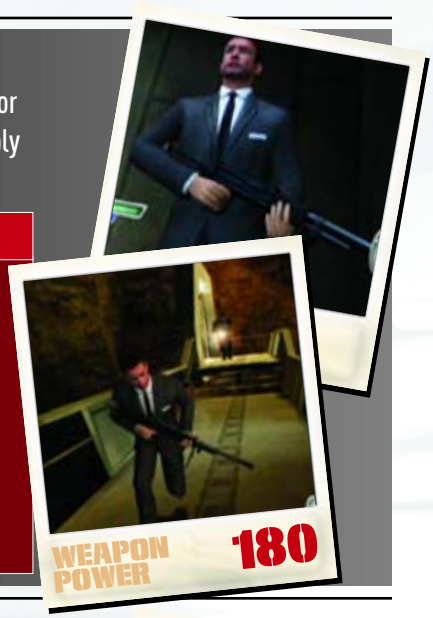
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CONVENTIONAL WEAPON

ARMOR PIERCING RIFLE

This gigantic single-shot rifle uses extremely large shells that can penetrate armor and knock down enemies in a single shot. Its metal body features a bipod assembly in the front for stability when firing from the ground.

PROS	CONS
Aside from the bazooka, this is the most powerful weapon in the game. Unlike the bazooka, it features automatic aiming, it can be used from behind cover, and it can be used at close range without damaging Bond.	Ammunition for this weapon is very hard to come by, so save it for when it's truly needed.



CONVENTIONAL WEAPON

BAZOOKA

This rocket-launching weapon is designed to take down vehicles and other major targets.

PROS	CONS
Its long-range rockets are powerful enough to take out multiple enemies, as well as more heavily armored targets such as tank turrets.	Ammunition is generally in limited supply, and use of the weapon requires manual aiming. Bond can severely injure himself if the rocket detonates too soon after firing. Bond cannot aim this weapon from behind wall cover.



CONVENTIONAL WEAPON

GRENADE

This device operates on a short timer, or can detonate upon impact with an enemy soldier or vehicle.

PROS	CONS
Its explosive power can dispatch multiple foes easily.	Like the bazooka, use of the weapon requires manual aiming, and Bond can hurt himself if it detonates too close to him. Bond cannot use this weapon from behind wall cover, and it has a limited throwing range.



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UNCONVENTIONAL WEAPON

BARE HANDS

Those of you who've watched Bond movies know how skilled the secret agent is at hand-to-hand combat.

PROS	CONS
Hand-to-hand combat is the best ammunition saver. In addition, enemies will not shoot at Bond while he is engaged in hand-to-hand combat.	To use hand-to-hand attacks, Bond must complete combos (by pressing the correct button shown on-screen) and be close enough to engage an enemy. In later missions, enemies become more adept at avoiding or countering Bond's hand-to-hand attacks.

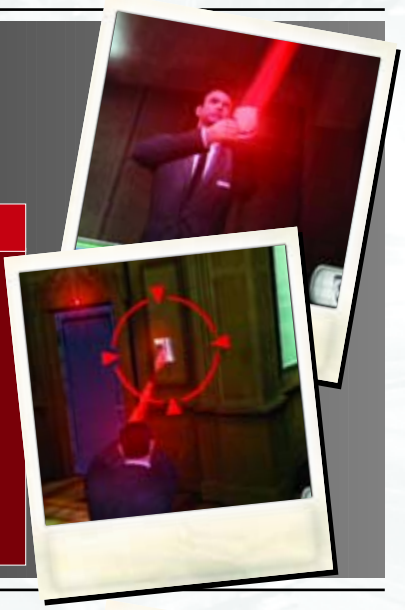


UNCONVENTIONAL WEAPON

LASER WATCH

Although this item was designed for use against inanimate objects such as door locks, Bond can also use this device as a combat tool.

PROS	CONS
If Bond runs out of ammo, use this as a weapon of last resort. Since he can use it behind wall cover, it can cause a good deal of damage before its battery must be recharged. It's also the only weapon that can damage enemies through windows without breaking them!	It does not cause very much damage (without an upgrade), and Bond cannot move while using it. It can operate for only a limited time before its battery must be recharged.

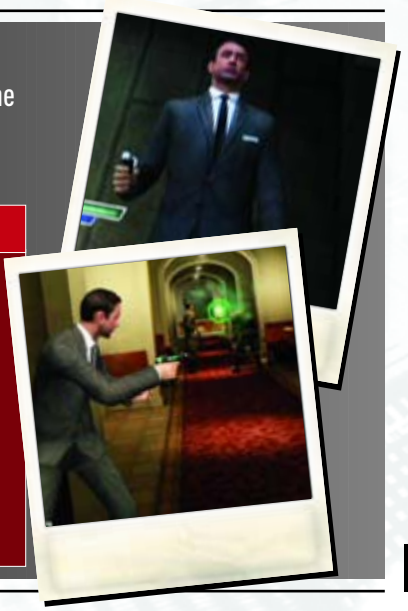


UNCONVENTIONAL WEAPON

SERUM GUN

Although this gadget cannot dispatch enemies, it can force enemies to dispatch one other—making them do Bond's work for him.

PROS	CONS
This is an extremely easy way to even the odds when confronted by multiple enemies. As a result, it is actually one of the most potent weapons Bond possesses.	Bond cannot dispatch enemies affected by the serum until the serum wears off. Also, the supply of serum is rather limited.



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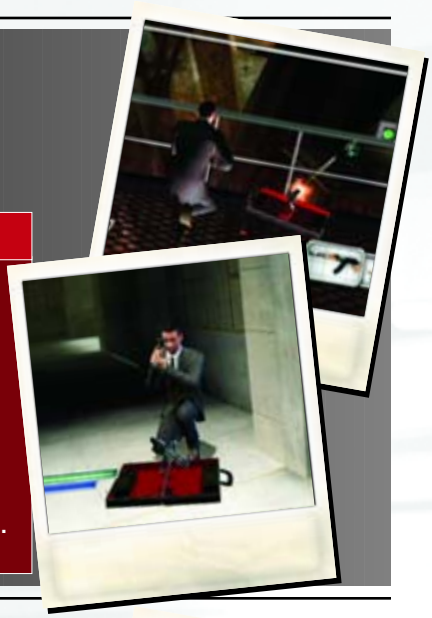
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UNCONVENTIONAL WEAPON

BRIEFCASE TURRET

Technically a gadget, this briefcase contains an automatically controlled machine gun. When the briefcase is opened and placed on a floor, its gun will rotate, seek out, and shoot at enemy targets.

PROS	CONS
This automated machine gun can dispatch large numbers of foes quickly and easily.	This item is in extremely rare and cannot be picked up for repeated use, so proper placement and a suitable situation are required for effective usage. In addition, the turret may have difficulty tracking enemies behind cover or above/below the turret's scanning range.

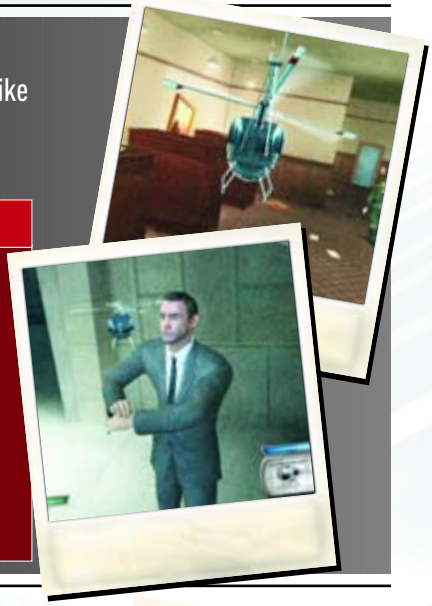


UNCONVENTIONAL WEAPON

Q-COPTER

The detonation feature of the Q-Copter is effective for taking out enemies, much like a grenade.

PROS	CONS
It has surprisingly large explosive power for such a small device.	Usually, Q-Copters are in limited supply and should not be used as a combat weapon. Plus, enemies can shoot them down and detonate them prematurely.



UNCONVENTIONAL WEAPON

SONIC CUFFLINKS

When thrown, these cufflinks explode upon hitting the ground. The explosion creates a powerful sound wave that can stun enemies.

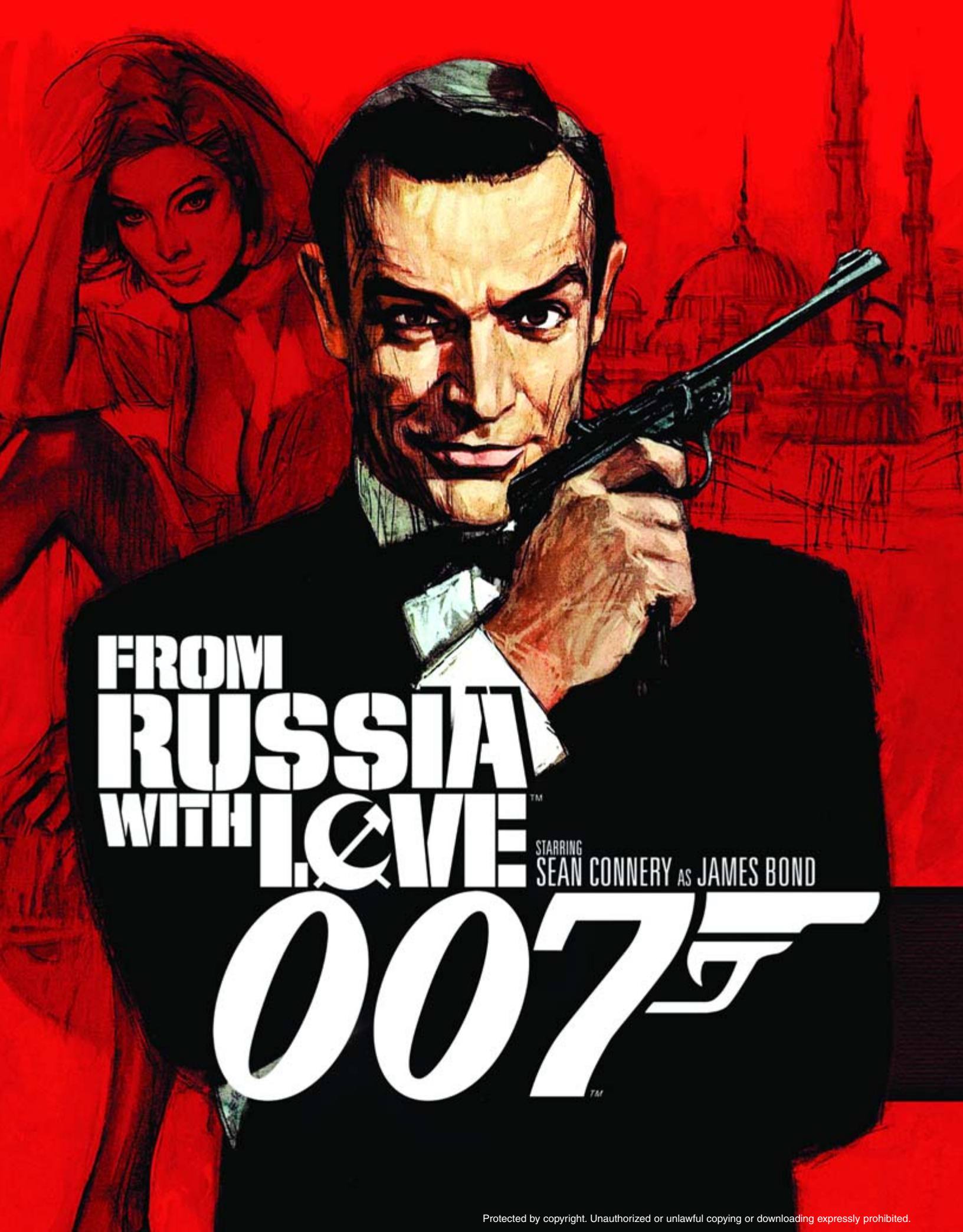
PROS	CONS
It is a useful tool for stunning enemies so Bond has time to take cover. Alternately, he can use the time to approach and dispatch foes via hand-to-hand combat.	Enemies are stunned by the sound for a very short time, so Bond must be fairly close by to dispatch them effectively. Like grenades, the cufflinks must be manually aimed, and they cannot be thrown from behind wall cover.



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10 ISTANBUL PT. 3	037	095
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- A Map Connectors
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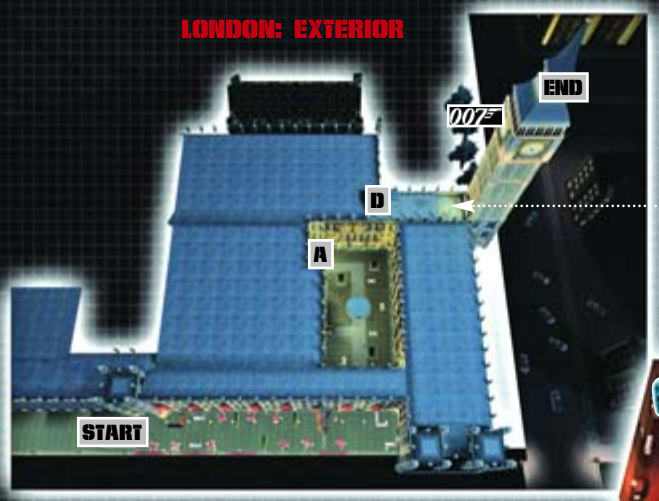
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MISSION 12
FACTORY

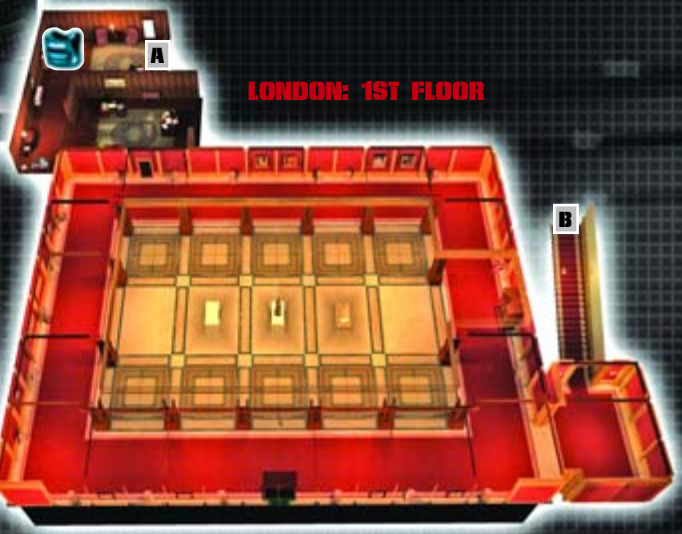
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LONDON: EXTERIOR



LONDON: 1ST FLOOR



LONDON: 2ND FLOOR



LONDON: 3RD FLOOR



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HEDGEMAZE: BOTTOM HALF



HEDGEMAZE: TOP HALF





MI6 OFFICE

Q LAB AND TRAINING AREA



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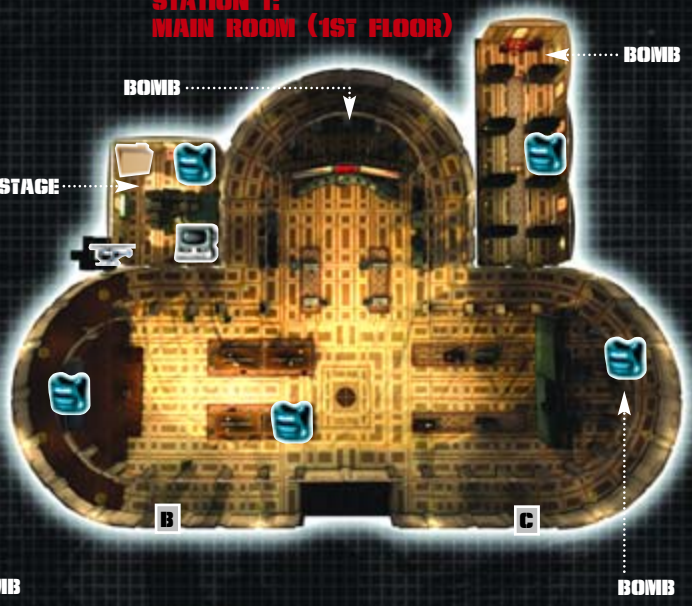
STATION T: LOBBY (1ST FLOOR)



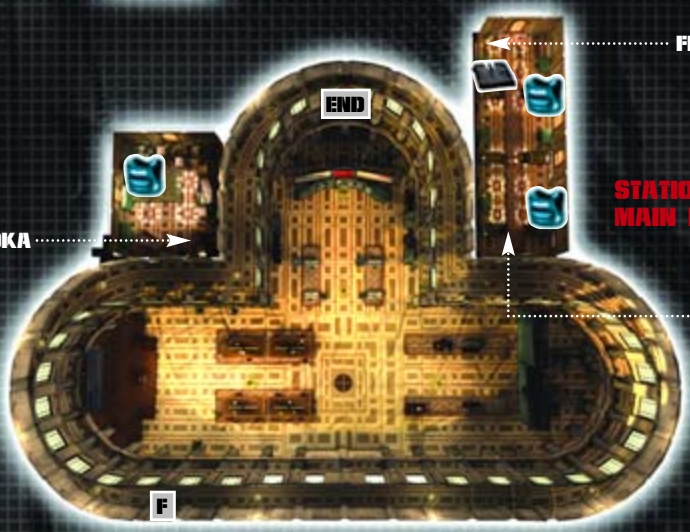
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STATION T: MAIN ROOM (1ST FLOOR)



STATION T: MAIN ROOM (2ND FLOOR)



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MISSION 9
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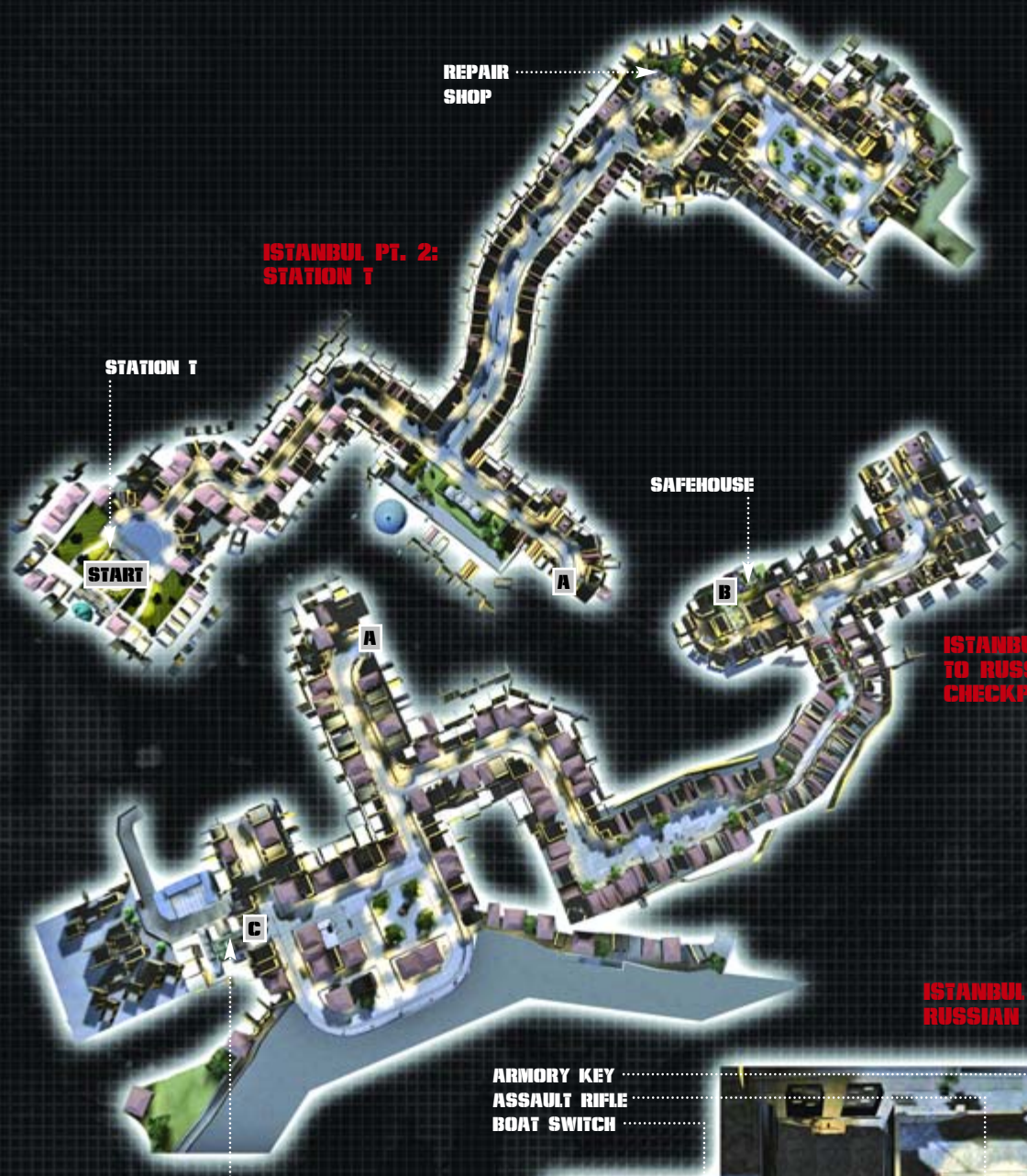
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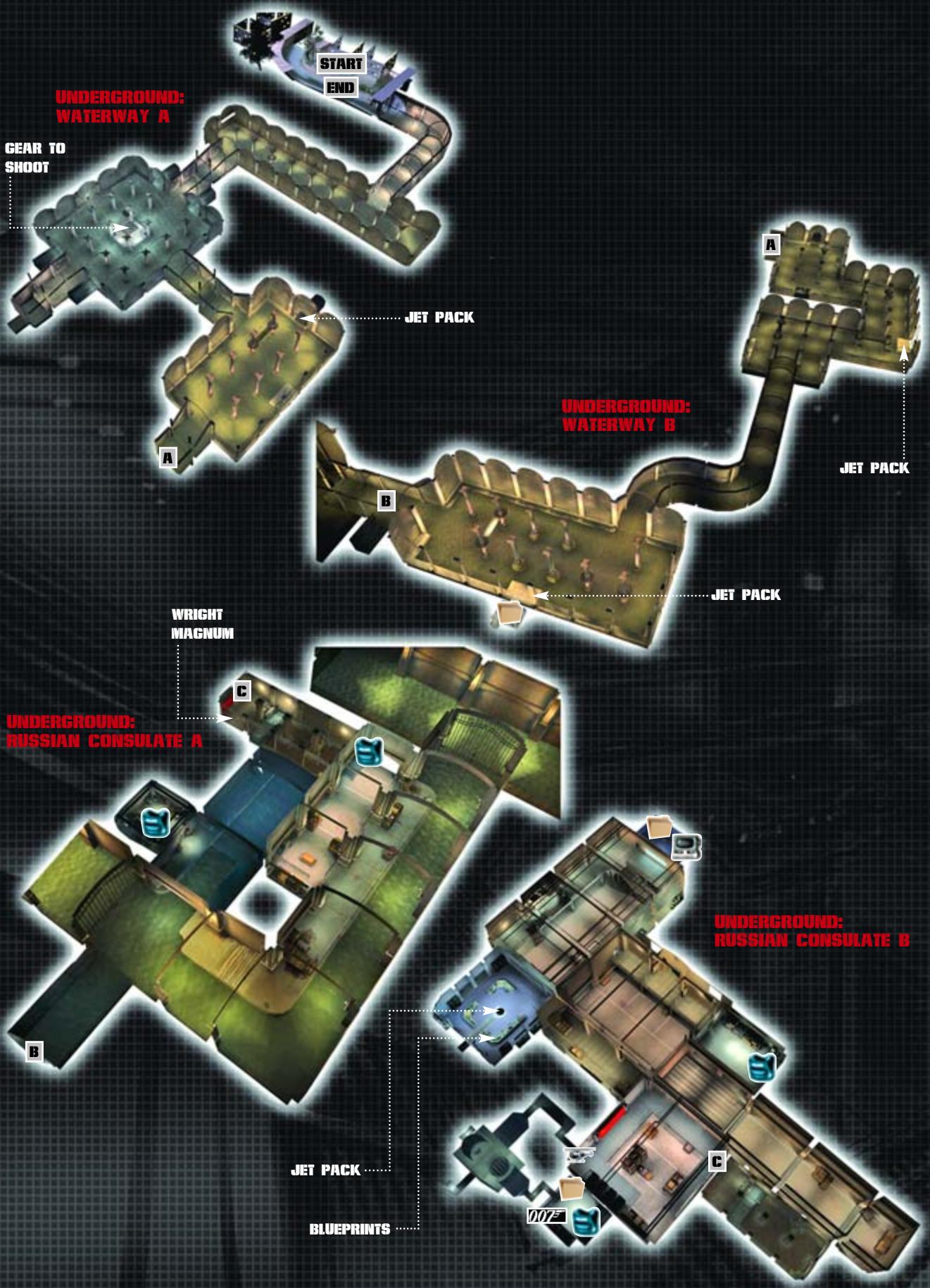
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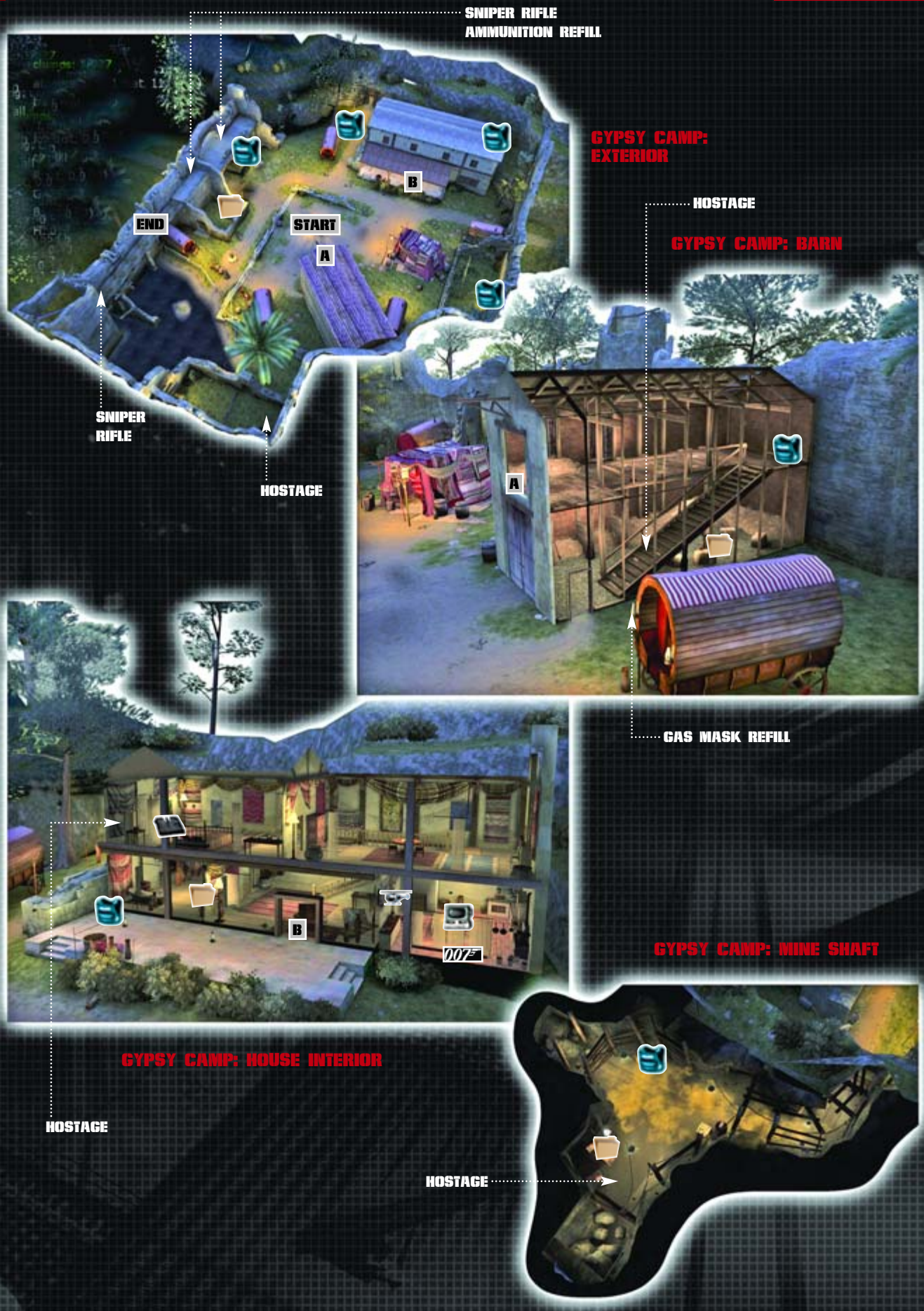
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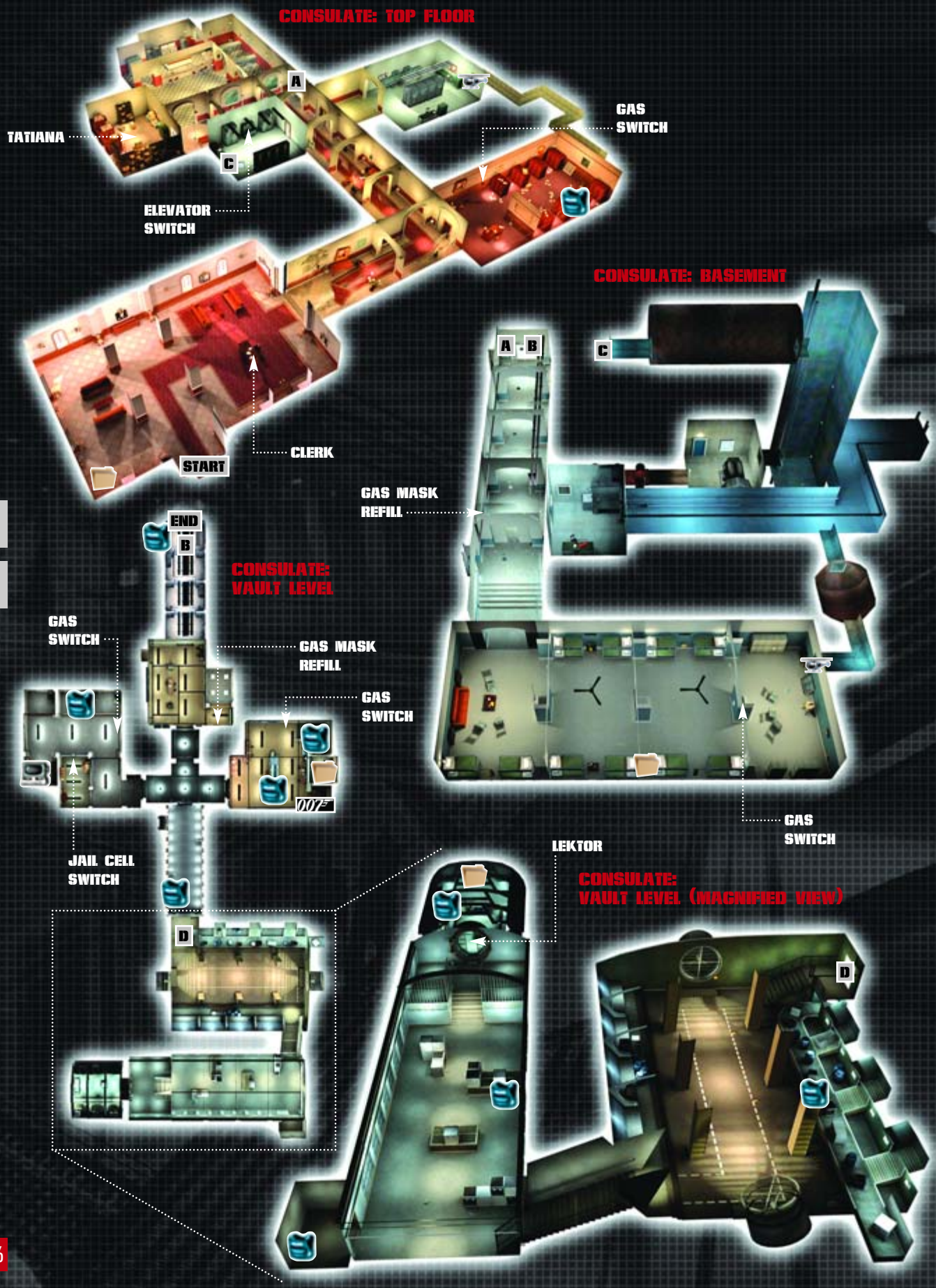
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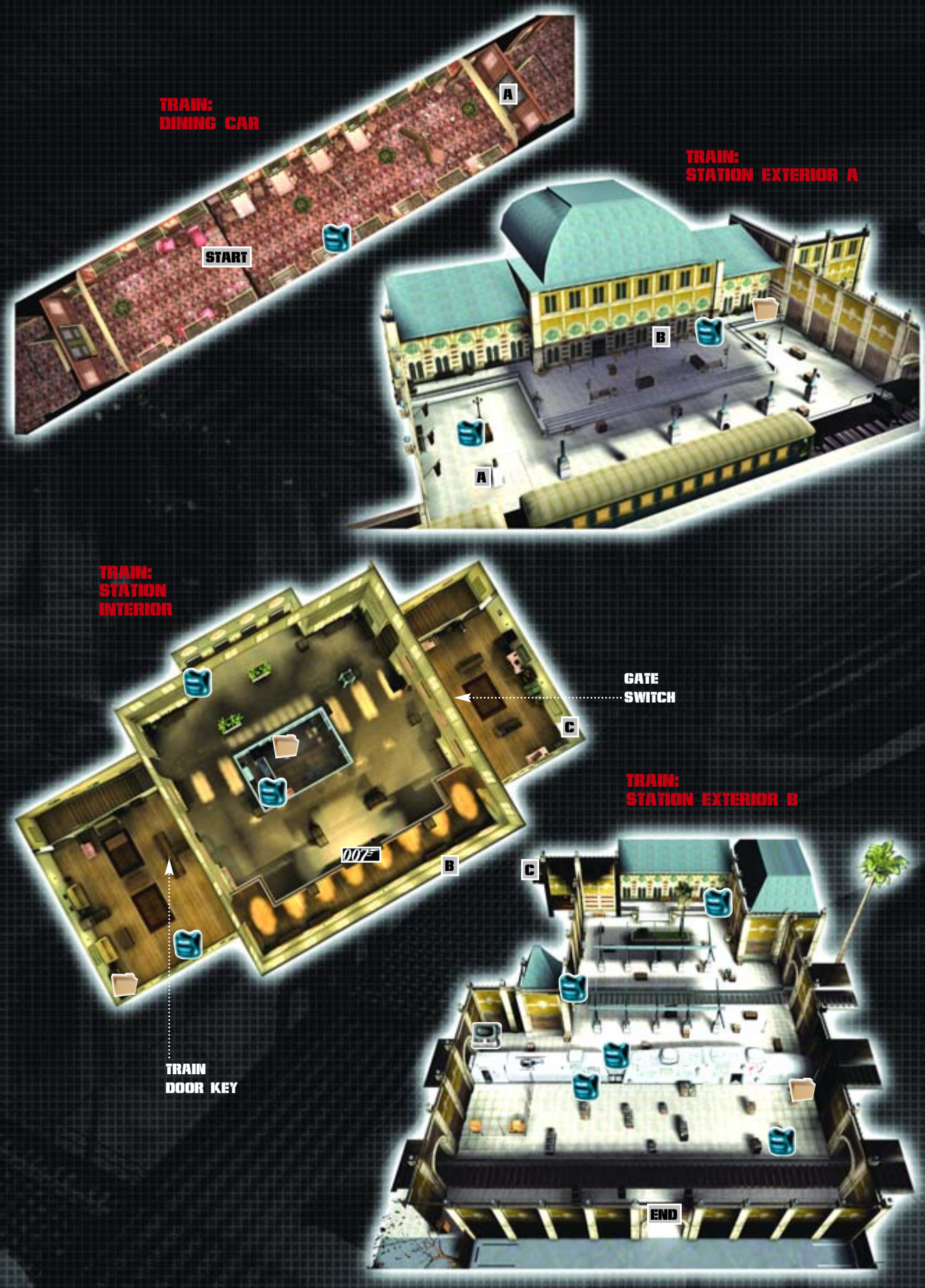
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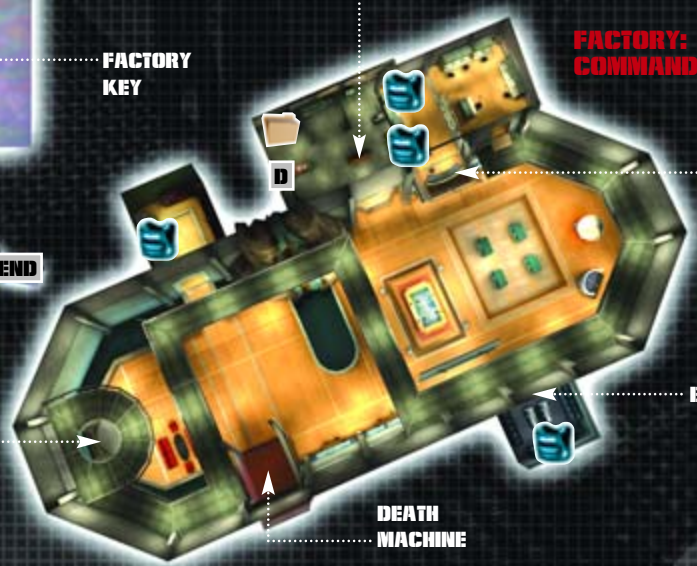
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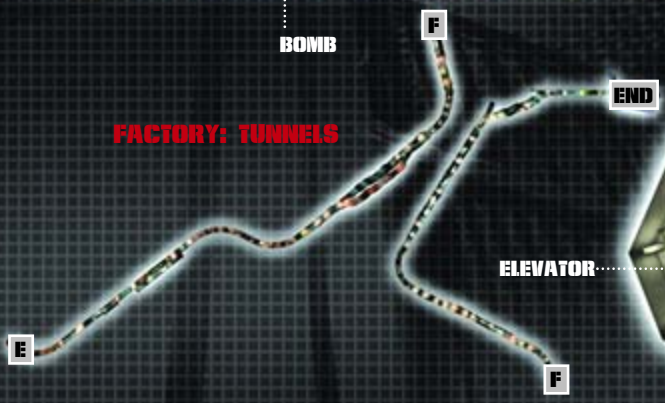


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FACTORY: WAREHOUSE







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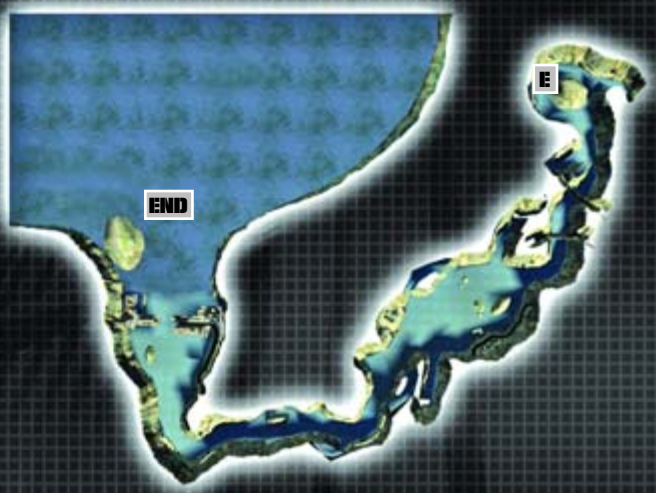
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BORDER: BOAT ESCAPE A



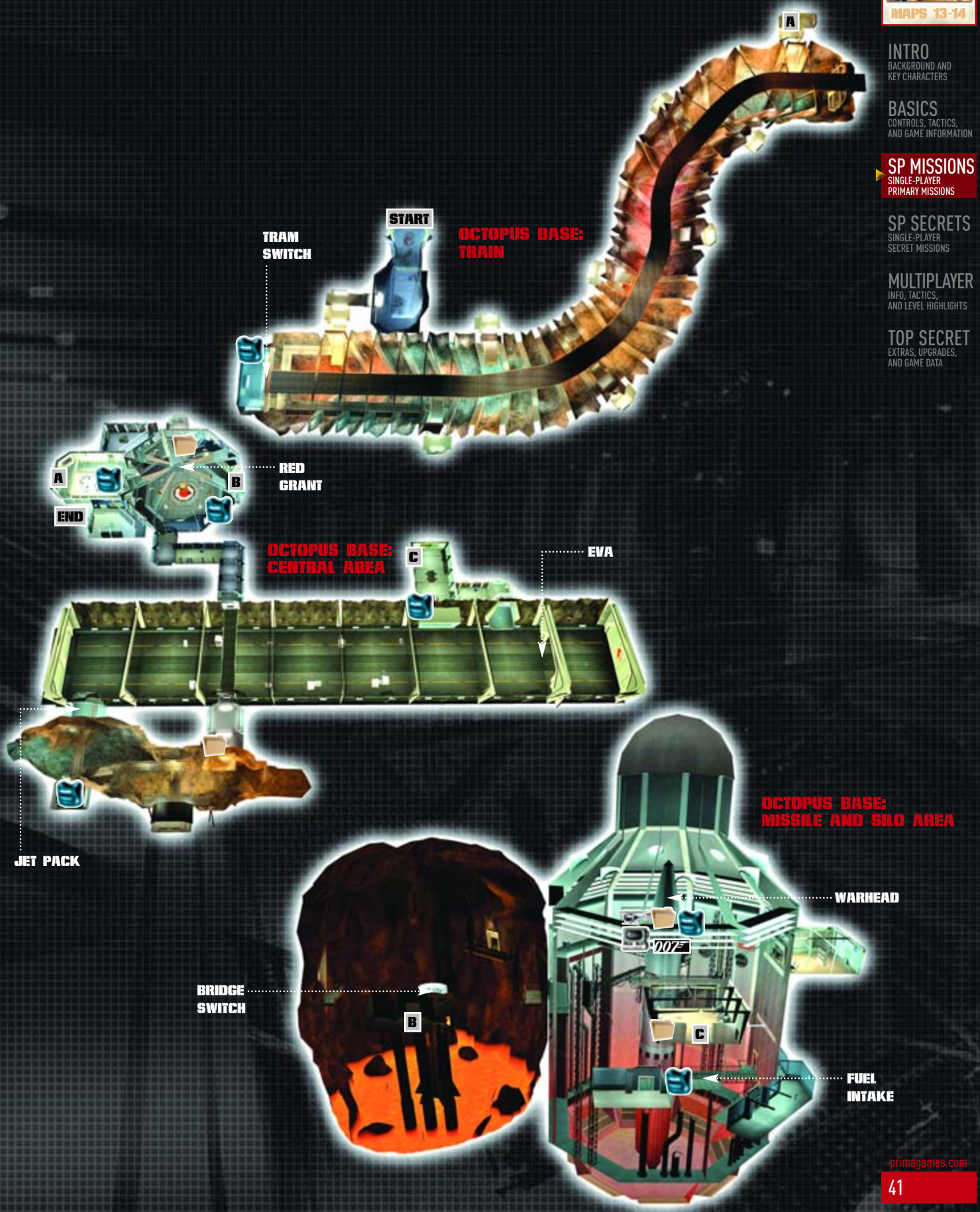
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01
MISSION

LONDON







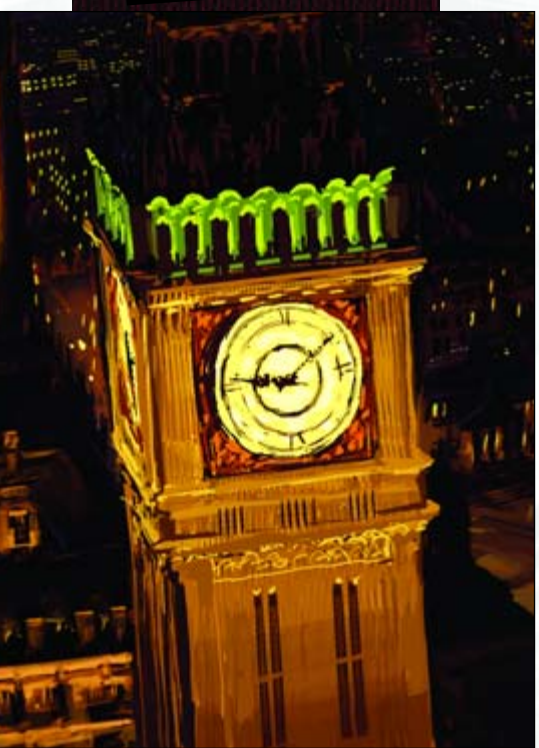








SEE MAP ON PAGE 028



BOND MOMENT

Defeat the helicopter at the end of the mission quickly.

KEY ITEMS


Passkey


1 Schematic

TARGET TIME

7:00

TARGET DISPATCHES

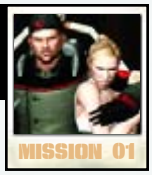
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MISSION OVERVIEW

Bond makes his entrance to a posh party held at the House of Parliament of London—only to find some unwelcome party crashers from OCTOPUS who kidnap one of the guests—the beautiful daughter of the prime minister! It'll be up to Bond to once again save the day and the girl at the same time. This mission serves as a tutorial, with many of Bond's basic moves explained as the gameplay progresses.

To beat the target time, just press hard through the level, taking cover only when necessary and shooting while moving. When Bond talks to the employee with the passkey, he can immediately leave the room. Defeat the helicopter quickly; Bond can beat the target time with minutes to spare.

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MISSION START

When the mission begins, take cover behind the bar to the left (use the action button while standing next to the tap to serve up a cold drink—a cool little extra that has nothing to do with the mission at hand) and dispatch enemies that Bond has a clear shot on. Run ahead and silence any henchmen you encounter. Use the action button to vault over the pile of wreckage, then watch out for a grenade attack from the opening to the left. Dispatch any remaining enemies before opening the door.

OBJECTIVE 1: GET TO THE ROOF

Bond will enter a stone courtyard with a water fountain in the middle. As you watch the action unfold, take cover behind the nearest object and prepare for a wave of enemy soldiers rappelling from across the courtyard. Dispatch these enemies and look for an unlocked door in one corner of the courtyard.

The door leads to the building interior. Take note of a body armor pickup in the first room, then activate wall cover along the left wall to peer around the corner to the next room (01). This is a perfect time to use Bond Focus to "see" the grenade on the enemy soldier (it'll be hanging on his hip and is identified by a white circle as a target point) (02). Shoot the grenade off the enemy's belt clip to give him an explosive farewell.





DID YOU KNOW?

Try using the coffeemaker and the typewriter in this room by pressing the action button while standing next to them.



Open the door to the next room, and prepare for a firefight. Use one of the support columns or stone displays in the middle of the room as cover (03), then dispatch the grenade-toting enemies in whatever fashion you deem most fitting.



Look for a stairway to the second floor. Go upstairs and note a body armor pickup in front of the first display cabinet Bond sees (04). Wall cover against the display cabinets and support columns as Bond travels the perimeter of the second floor, dispatching any enemies that appear from doorways or stairwells. Look for a fallen support column blocking Bond's path; crouch behind it for cover (05) and target enemies that stream from the stairway ahead. Press the action button to vault over the column once the coast is clear.





As Bond approaches the stairway, expect more guards to come down the stairs—face them head-on or take wall cover at the bottom of the stairs, depending on how much of a rush Bond is in.

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OBJECTIVE 1
GET TO THE ROOF

OBJECTIVE 2
RESCUE THE PRIME MINISTER'S DAUGHTER

Once on the third floor, take wall cover behind a support column to get a safe view of enemies rappelling from holes in the building's roof. Use Bond Focus on these targets and note that you can aim at their rappel lines (06). Shoot at the lines to make the enemies realize why it's not good to hang at great heights from fragile ropes....



Wide burning chasms prevent Bond from getting to the other side of the balcony, but don't fret: Bond can use the action button to jump onto the chandeliers and get across (07). Be careful, though—if you press the action button too soon, Bond will fall short and have to pull himself back up. Before Bond makes the jump, explore the half of the balcony away from the stairs to find some Kronen SMG ammunition pickups (08).





After crossing the chandeliers, Bond will encounter two doors. One will be locked, so open the other door instead. After a brief cinema, duck behind one of the benches and look for a grenade-toting enemy to appear. Dispatch the foe, then move to the room the enemy popped out of. Look for a chest nearby with an unlimited supply of PP7 ammunition.Target the lock on the wall to open the door (09). In the room ahead is a scared employee; talk to her to acquire the keycard. In the back of the room is a glowing set of papers on the floor (10); collect them to find Bond's first simple schematics.





Backtrack to the third-floor balcony, but watch out for reinforcements (both on foot and rappelling from above) in the rooms ahead. Dispatch them by whatever means Bond sees fit, then open the previously locked door on the third floor (11). Head up the stairs to end this portion of the mission.



DID YOU KNOW?

If you're feeling especially destructive, you can shoot out the glass cabinets scattered throughout the building. Just manually point Bond in the direction of a cabinet and shoot without aiming. With a little trial and error, it's possible to destroy the vases, as well (note the extra sound effect when a bullet hits a stone pedestal). Other cool things to shoot include the swan ice sculpture next to the bar when the mission begins.

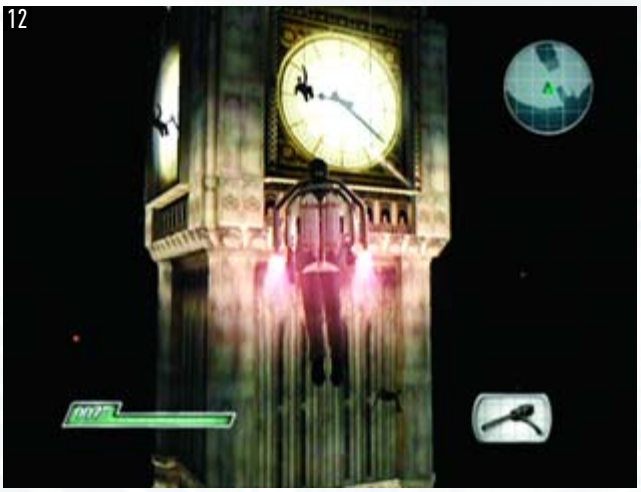
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OBJECTIVE 2: RESCUE THE PRIME MINISTER'S DAUGHTER

After the cinema scene, take the jet pack and make note of the controls shown on-screen upon liftoff. Ascend to the top of Big Ben and equip the machine gun to target and silence the rappelling threats along the sides of Big Ben (12). Next, look for two enemies strapped to jet packs to appear: The machine guns will make quick work of them, as well. Use the dodge button as needed to avoid incoming missiles.


12

Once the jet-packed enemies are dispatched, a helicopter carrying the Prime Minister's daughter will appear. Switch to missiles and shoot repeatedly once you're locked onto the helicopter (13). If Bond is not locked on, the missiles will fly wide of the target. In addition, missiles will miss while the helicopter is circling around the tower—so switch to the machine gun whenever the copter moves away from Bond. Quickly juke left and right while firing missiles or use the dodge button to avoid incoming missiles, but don't lose your lock-on. It'll be easiest to score hits when hovering directly in line with the copter—but don't get too close. Preserving lock-on lets Bond stay pointed at the copter at all times.

DID YOU KNOW?

When Bond's health nears critical while he's wearing the jet pack, the jet pack will begin to short-circuit and spit out bolts of electricity.


13

After the helicopter sustains damage, it will lower its nose and power up its engine (look for blue exhaust flames)– that's the signal that it's going to charge. Bond will take damage if the copter hits him, so use the dodge button to avoid the attack.

WARNING

Since there is an invisible wall around Big Ben, do not drift too far away from the clock tower—Bond may get stuck against the invisible wall and be unable to avoid damage from the copter's attacks.

Continue to shoot missiles until the helicopter's health (the red bar at the top of the screen) falls to zero. If Bond defeats the copter quickly enough—before or soon after it shoots a second round of missiles at him—he will earn a Bond Moment.



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02
MISSION

HEDGEMAZE















SEE MAP ON PAGE 029



BOND MOMENT

Take out three enemies by shooting the gas can next to the car at the end of the hedgemaze.

KEY ITEMS

- Attaché Case Minigame
- 1 Dinner Jacket
- 4 Schematics
- Laser Watch

TARGET TIME

12:00

TARGET DISPATCHES

35

MISSION OVERVIEW

In this mission (based on one of the most memorable opening sequences in any James Bond movie), 007 must navigate through an outdoor maze to infiltrate the OCTOPUS mansion. This mission is a prime opportunity for Bond to exercise his stealth attack skills. Afterward, Bond will return to MI6 headquarters for a mission briefing and a training session in Q's lab.

Before beginning, be aware that alerted guards quickly call for reinforcements. Enemies will also hear noise from enemy weapon fire. Using stealth attacks whenever possible minimizes that risk, but if you're ever detected, take cover and operate using standard combat tactics.

To beat the target time, use stealth only for enemies with radios. Otherwise, progress as quickly as possible through the maze. Don't waste any time in M's office, and skip Q's descriptions of the Q-Copter and rappel.

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You'll be able to upgrade the laser watch after completing this mission.

MISSION START

OBJECTIVE 1: FIND THE SOUTH GATE KEY

Head down the stairs and press the crouch button to move stealthily. Once downstairs, circle left around a tall hedge to look for a patrolling guard (01). Use a stealth attack to sneak up behind him and take him down. To perform a stealth attack, crouch and creep behind the enemy's back, then press the shoot button. If you do it correctly, you'll grab the guard from behind and quickly silence him.



Use the action button to open the gate. In the next area, look for an enemy standing in front of a low hedge (02). Ignore him for the moment; instead, sneak right to find a second guard nearby (03). Perform a stealth attack to silence this guard, then backtrack to crouch behind the low hedge where the first guard stands. Jump the hedge, crouch again and quickly perform a stealth attack. Make sure you're lined up directly behind the guard before jumping the hedge; if you're to the side of the guard after jumping, the guard may be alerted.





Open the gate to the next area to find a radio-equipped enemy. Although the game recommends shooting at the radio to disable it (which is a fine idea), it's just as easy to sneak behind the enemy and take him down with a stealth attack. After dispatching this foe, backtrack to the gate and look for a concrete wall to climb over (04). This leads to a hidden area where you can find schematics to pick up.



Open the gate to the next area and immediately head left to avoid detection by the patrolling guards ahead (05). While hiding behind the hedge, you will see an enemy pacing back and forth. Wait for the enemy to walk left, then creep up behind him and dispatch him (06) before he turns around.





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OBJECTIVE 1
FIND THE SOUTH GATE KEY

OBJECTIVE 2
FIND THE NORTH GATE KEY

OBJECTIVE 3
INFILTRATE THE MANSION

OBJECTIVE 4
RECEIVE A BRIEFING FROM M

OBJECTIVE 5
RECEIVE A BRIEFING FROM Q

OBJECTIVE 6
USE THE LASER WATCH TO REACH THE BOMB

If you're successful, the other guards will still be unaware of your presence. Hide behind a nearby hedge wall to find two guards circling around the gazebo (07). If you wait until you see both guards in view, it will be possible to sneak up behind the trailing guard, stealth-attack him, then circle around to the gazebo to stealth-attack the second guard. Pick up the light body armor in the middle of the gazebo if needed (08).

07



08



WARNING

You'll need to exercise extreme caution to pull off stealth dispatches by the gazebo. If you try to sneak up on a guard in view of the other guard, the alert will be raised. Again, the rule of thumb is to ensure that you see both guards walking relatively close together (but not too close) to be able to stealth-dispatch the trailing guard first.

Across the gazebo is a walkway area with a bench. Atop the bench is the south gate key (09). If enemies have detected you at any time up to this point, picking up the key and moving back to the gazebo will trigger the arrival of troops alerted to your presence. In that case, backtrack to take cover behind any nearby hedge or plant container, then dispatch the enemies. However, if you haven't been detected, you should have seven stealth dispatches to this point.

09



OBJECTIVE 2: FIND THE NORTH GATE KEY

Once the coast is clear, look for the locked gate near the gazebo, which you can open with the south gate key. In the next area, look for a lone guard standing next to a small fountain (10). Dispatch this guard, then take cover behind the nearest hedge wall to see two more patrolling guards. One will be stationary, while another will be walking back and forth in an L-shaped pattern (11)—you might want to adjust the camera angle to better monitor the walking guard. Stealth-attack this guard first—the moment he turns his back away from your location. If done properly, the stealth attack will occur behind the stationary guard's back.

10



11



Backtrack and hug the low hedge to get behind the stationary guard (12). Dispatch him with a stealth attack as well; this will be a little tricky because you will have to approach the guard from the side and perform the stealth attack at an unusual camera angle. At this point, you will have 10 stealth dispatches (check the score screen to be sure this is the case)—all without firing a single bullet!

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With 10 stealth dispatches under your belt, you can decide to give up stealth from this point on to save time. Alternately, you can earn an 11th by hiding behind a low bush to find the third guard patrolling this area (13). Once the guard turns around, you can hop the bush and dispatch him quietly.

13



In the area where you made the ninth and 10th stealth dispatches, look for a nearby wall to climb: Behind the wall are ammunition and body armor pickups (14).

From this point on, it will most likely be difficult to preserve stealth. Open the gate to the next area. If you look quickly left through a closed gate, you'll see two patrolling guards. Ignore them for now, but creep toward a bench and hug the nearby hedge wall to avoid detection. From this point, you can peek around the corner to see three guards standing together (15).

14



15



Target the grenade on one of the enemies—a well-placed shot will dispatch multiple foes. From there, crouch behind a low hedge to monitor the remaining patrolling enemies. It'll be possible to take out guards by aiming at grenades and/or taking head shots as they pass nearby. Backtrack to wall cover near the low hedge when additional guards approach (16), or be brave and rush the pack of alerted guards to dispatch them via hand-to-hand combat. A third option is to backtrack to the closed gate to snipe enemies behind wall cover by shooting through that gate.

16



When you approach the next gate to open, turn left instead to find a secluded bench. Pick up the schematics atop that bench (17). Open the gate to the next area, which leads to another gate, behind which lies a small building with a number of guards patrolling out front. Use Bond Focus to target enemy troops while behind the gate—basically, shoot between the gate bars or rush in and look for immediate cover. Enter the building and find the north gate key on a desk nearby (18).

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OBJECTIVE 1
FIND THE SOUTH GATE KEY

OBJECTIVE 2
FIND THE NORTH GATE KEY

OBJECTIVE 3
INFILTRATE THE MANSION

OBJECTIVE 4
RECEIVE A BRIEFING FROM M

OBJECTIVE 5
RECEIVE A BRIEFING FROM Q

OBJECTIVE 6
USE THE LASER WATCH TO REACH THE BOMB


17


18

OBJECTIVE 3: INFILTRATE THE MANSION

Picking up the key will trigger the arrival of a radio-toting guard, who you can see patrolling through the green-tinted windows on the first floor. Climb to the second floor to find a body armor pickup (19), then head back down to watch the guard through the first-floor window. Once this guard turns his back on you, immediately crouch and walk up behind the guard for a stealth dispatch.


19

Open the gate, making note of the armor vest directly ahead (20). Crouch and move left to take cover behind low bushes to the left of the entrance (21).


20


21

There are multiple guards in this area. From behind the bush you'll have the proper angle to view and take out the pair to the right; use Bond Focus to shoot a grenade on one of the guards. Stay behind this cover and let the remaining guards approach you. When the coast is clear, you'll find additional armor vests on a bench (22) and on the ground along the perimeter walkway (23).


22


23

Don't leave cover until all the guards are dispatched, then creep to the low stone wall near the bridge. From this vantage point, look carefully to see several guards standing next to a car. Instead of targeting the guards, target a gas barrel in front of the guards and shoot it to explode the car (24). Do this quickly before the guards can retreat—you'll earn a Bond Moment.


24 BOND MOMENT

After crossing the bridge, prepare for more guards to swarm in. Look for an armor vest behind a low wall nearby (25), then take cover behind the low bushes in front of the now burned-up car. Dispatch guards as they head down the stairs.

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Once the influx of alerted guards subsides, climb the stairs and crouch behind the shrub container closest to the mansion entrance (26) to witness the final waves of guards stream out of the mansion entrance. Dispatch these guards with Bond Focus head shots to save ammunition, then run to the mansion doors to complete this objective and witness a shocking cinema.

26



OBJECTIVE 4: RECEIVE A BRIEFING FROM M

The storyline shifts back to MI6 headquarters, where you must first receive a briefing from M about the next mission. The gameplay begins in Ms. Moneypenny's office. You can press the action button to use the phone or talk to Ms. Moneypenny—she has a few interesting things to tell you.

Before entering M's office, search a file cabinet to the right of the door to M's office (27). Inside is your dinner jacket. Entering M's office will begin the briefing, and M will go through a series of slides. While in M's office, search a dark bookshelf next to a safe in the corner to find a set of simple schematics (28).

27



28



DID YOU KNOW?

After the briefing from M, you can go through the slides again by standing next to the projector and pressing the action button. You can also play with the phone in Ms. Moneypenny's office, as well as with many of the computers in Q's lab and training area when you press the action button—there are lots of groovy sound effects to listen to.

OBJECTIVE 5: RECEIVE A BRIEFING FROM Q

After leaving M's office, look for an elevator down the hall. Press the elevator button to open the door. Head downstairs to talk to Q. Press the action button in front of the display windows to hear Q talk about some new gadgets: a rappel and a Q-Copter. Both items will see heavy use in later levels. Also search a metal cabinet in the briefing room to find ammunition.

OBJECTIVE 6: USE THE LASER WATCH TO REACH THE BOMB

When you are through exploring the lab, open the door to the next room to begin training. Q gives you the laser watch just before you begin training. Search the nearby file cabinet for ammunition, then equip the laser watch to target the door switch on the other side of the bulletproof glass (29). Destroy the switch with the watch, equip the Kronen SMG, and enter the next room.

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02 HEDGEMAZE

OBJECTIVE 1
FIND THE SOUTH GATE KEY

OBJECTIVE 2
FIND THE NORTH GATE KEY

OBJECTIVE 3
INFILTRATE THE MANSION

OBJECTIVE 4
RECEIVE A BRIEFING FROM M

OBJECTIVE 5
RECEIVE A BRIEFING FROM Q

OBJECTIVE 6
USE THE LASER WATCH TO REACH THE BOMB

29



Use the action button to tip over a metal table to crouch behind (30). Dispatch enemy robots that appear—like human enemies, targeting them with head shots makes the job go faster. In addition, you can disable robots by using hand-to-hand combat. Enter the next hallway and take wall cover behind the closest vertical pipes (31) to dispatch robots that will appear at the end of the hallway.

30



31



In the next room, search a metal cabinet for armor (32), then crouch behind wooden boxes so that you face the bulletproof windows (33). From this cover point, you can use the laser watch to target the orange fuel barrel. Once it's exploded, stay crouched behind the boxes and dispatch the enemy robots before they roll through the now-destroyed glass windows.

DID YOU KNOW?

Before destroying any door lock, it's possible to destroy robots from behind the bulletproof glass using the laser watch. However, it takes multiple shots and a long time to do it.

32



33



In the room where the robots were, look for an attaché case on a table (34). This is a minigame that you can play.

After the minigame, look for a door switch to shoot; it opens the way to a second hallway. Again, take wall cover behind the nearest vertical vent structure in the middle of the hallway (35) to dispatch enemy robots.

34



35



This hallway leads to the final room. Next to the locked door is a metal cabinet you can search for simple schematics (36).

Equip the laser watch to target another door lock behind bulletproof glass (37). Equip the Kronen SMG again, charge into the next room and tip over tables to take cover behind, then disable the remaining robots.

At the end of the room is the bomb; stand in front of it and hold down the action button to disarm it.

36



37

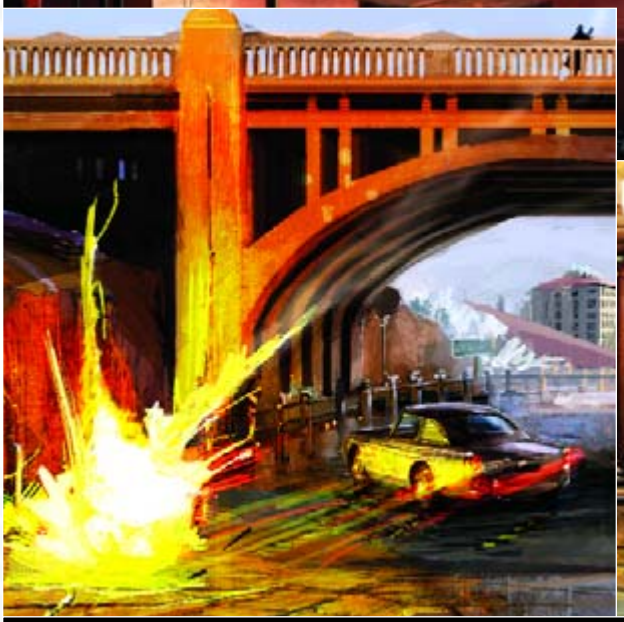


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ISTANBUL PT. 1

03
MISSION







SEE MAP ON PAGE 030







MISSION OVERVIEW

Bond reaches Istanbul to meet Kerim Bey—but OCTOPUS has other plans for 007. An unusual plot twist has Bond and Bey fighting Russian agents on the streets of Istanbul in an attempt to reach the safety of Station T in one piece.

To beat the target time in this level, use the optimal driving path described in this walkthrough without slowing down except to destroy the Russian garage, and hustle through the on-foot part of the mission without gathering any bonus items. Otherwise, there aren't any major time shortcuts.

MISSION START

Drive out of the airport and follow the road until it ends in a T-intersection. You can turn either left or right to circle around a city block to get back to the road that leads out of

BOND MOMENT

Rappel through a glass window into an enemy. This occurs near the end of the mission, once Bond is on foot.

KEY ITEMS

- 2 Schematics
- Bosch Shotgun
- Attaché Case Minigame

TARGET TIME

10:00

TARGET DISPATCHES

35



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03 ISTANBUL PT. 1

OBJECTIVE 1
ENTER THE REPAIR SHOP

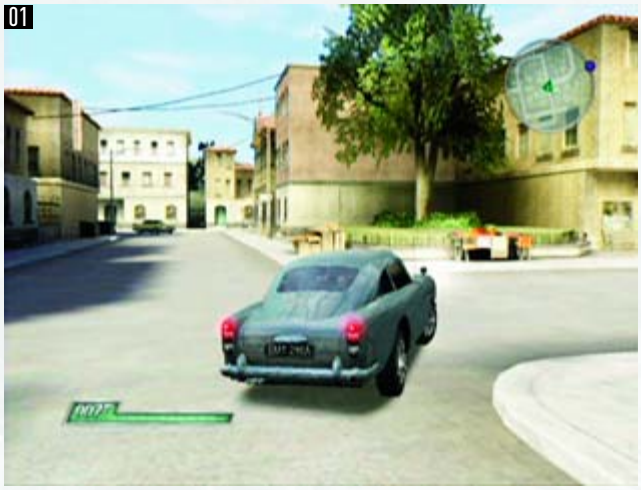
OBJECTIVE 2
DESTROY THE RUSSIAN GARAGE

OBJECTIVE 3
TAKE KERIM BAY TO STATION T

OBJECTIVE 4
FIND THE TURRET AND DESTROY THE TANK

the airport area (01). A cinema will kick in shortly afterward, which will result in a hot-pursuit chase on the streets of Istanbul.

01



Dispatch any enemies in your path by using the machine gun or missiles (the machine gun is preferred, since there's an unlimited supply of ammunition). Feel free to slow down to get lined up properly behind a target before shooting. Missiles are good for bigger targets (such as buildings) and smaller targets such as rocket launchers on balconies. Enemies that come from behind and get next to the car are prime candidates for your tire spikes (02), which are surprisingly powerful for dispatching enemy vehicles.

02



DID YOU KNOW?

It may be beneficial to take a short driving tour before leaving the airport area. Look for a large pinkish building—this is the train station. Its location may be useful to know later in the game.



OBJECTIVE 1: ENTER THE REPAIR SHOP

Upon entering the city gates, follow the curve and make an immediate right when you reach an open park area (03). Follow this road, which will curve left—make another right at the first street after this curve to find the repair shop (04). You can visit this shop repeatedly to make repairs and stock up on missiles.

03



04



OBJECTIVE 2: DESTROY THE RUSSIAN GARAGE

Exit the repair shop to get to a wide boulevard with a divider in the middle (05). This road dead-ends at a white mosque, so turn left and continue on the road, which will eventually lead to a small park and sea-side area.

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05



DID YOU KNOW?



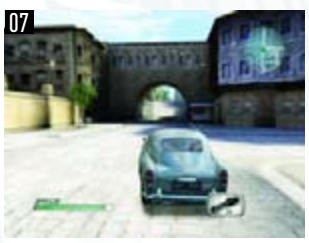
There is an alternate route to the Russian garage. If you backtrack to the first park area and looks for a road flanked on the left by a large white building with a dome on top, he can take this windy path instead until it dead-ends at the road that leads to the Russian garage (make a left at the dead end to reach the Russian garage, or make a right to return to the repair shop).

The Russian garage is next to the park (06), and you can take it out quickly with missiles. Use remaining missiles to target rocket-launching enemies on balconies. If time is not an issue, you can continue to drive the streets of Istanbul to dispatch enemies for scoring purposes. If time is an issue, immediately drive to the right of the now-destroyed garage to find an open gate to drive through (07).

06



07



OBJECTIVE 3: TAKE KERIM BAY TO STATION T

From that open gate, drive until you reach a locked gate guarded by a tank. From here, you'll have to continue on foot. Talk to Bey, who'll be crouching next to a building, then look for a rappel point in front of a nearby wall (08). Rappel up and dispatch the guards in this rooftop area, then look for a rappel point to return to ground level.

08



Note that the Russian tank is now tracking your movements—an ominous sign, to say the least. Rappel down and dash into an open-air room to find ammunition and complex schematics on a bench (09).

09



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03 ISTANBUL PT. 1

OBJECTIVE 1
ENTER THE REPAIR SHOP

OBJECTIVE 2
DESTROY THE RUSSIAN GARAGE

OBJECTIVE 3
TAKE KERIM BAY TO STATION T

OBJECTIVE 4
FIND THE TURRET AND DESTROY THE TANK

Leave this room and look for another rappel point upward (10). This leads to a balcony area. Immediately take cover behind the nearby planter and dispatch enemies as they approach, targeting their grenades whenever possible. Do not stand in view of the tank, or it will shoot at you. Run past the brown bar and crouch behind a low concrete wall to see enemy troops on the opposite rooftop (11). Dispatch them all and look for some special ammunition in a narrow passageway to your right before continuing.

10



11



Look for a rappel point to reach the opposite rooftop (12). Immediately take cover behind any pillars in case there are any lingering enemies about. Look on the floor in front of a glass window to pick up a Bosch shotgun (13). When you get this gun more enemies will stream in, so be ready for them by taking wall cover behind a pillar.

12



13



Continue to the next area to find more guards waiting for you. Dispatch these guards immediately—but once again, don't get in the tank's line of sight or it will fire at you. Pick up an armor vest in an alcove if needed (14). When you approach a spot where you can drop to ground level, more enemies will appear on a rooftop across from you. The safest course of action (to avoid the tank's shots) is to backtrack and take cover behind a nearby alcove (15) to take care of these pesky guards.

14



15



Once the action has quieted down, it'll be safer for you to drop to ground level to find another rappel point (16). At the top of this rappel point will be armor and some ammunition (17).

16



17



You'll find a final rappel point and an enemy behind a window (18). Instead of shooting him right away, rappel through the window and knock down this enemy to earn a Bond Moment.

18 BOND MOMENT



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Quickly push over a nearby table to use as cover from the remaining guards in this room. Behind one of the half-circle bars is an attaché case minigame (19), and behind one of the couches are simple schematics (20).


19


20

OBJECTIVE 4: FIND THE TURRET AND DESTROY THE TANK

Look for a machine-gun turret on an open balcony to take control of (21). From here, you will see the menacing tank and guards that'll come out to support the tank. Quickly take out the rocket-firing guards first with the machine gun (which must be aimed manually), and then pour lead into the tank turret. Divert attention from the tank only when new rocket-firing guards appear.


21



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04
MISSION

STATION T













SEE MAP ON PAGE 031



BOND MOMENT

Bond must gain access to the secret armory. This room is easily accessible from the first floor near a set of scaffolding platforms.

KEY ITEMS

- 4 Schematics
- Attaché Case Minigame
- Covert Uniform

TARGET TIME

16:00

TARGET DISPATCHES

40

MISSION OVERVIEW

Bond and Karim Bey arrive at Station T only to realize that it has been overrun with Russian soldiers. Bond must find a way into the building to disarm bombs and rescue hostages. Bond will be able to upgrade the Q-Copter and bazooka upon completing this mission.

There aren't many time shortcuts to be found in this mission to beat the target time, other than ignoring the armory Bond Moment. Once Bond learns where all the bomb and hostage locations are, it'll be fairly straightforward to hop from point to point without stopping, taking cover only when necessary to preserve health.

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MISSION START

OBJECTIVE 1: RESCUE THREE HOSTAGES

When the mission begins, dispatch soldiers rappelling down the front of the building. Explore the perimeter of the main entrance courtyard to find some extra ammunition. Also note a glowing spot by the trunk of the Aston Martin where you can get more Q-Copters (01). In addition, you can talk to Bey to hear some comments from him.



You will need to use a Q-Copter to get in the building. Look for a wall to climb up to the right of the main building—an air-vent opening big enough for the Q-Copter will be visible above a locked door (02). Send a Q-Copter into the opening, and then follow the air-vent path (if the Q-Copter seems to be at a dead end, try raising or lowering the altitude to find where the path continues), which leads into a big room with a hostage and Russian guards. It's possible to detonate a Q-Copter near each guard in the room to dispatch them before entering (you'll need multiple Q-Copters to do this), but you must use at least one Q-Copter to destroy the lock next to the metal door (03).





Backtrack to refill your supply of Q-Copters before returning to the now-unlocked metal door, which leads to a room filled with desks. Dispatch any remaining guards to free the hostage in this room. Search a file cabinet in one corner to find simple schematics (04).

Before you leave this room, look through the bullet-proof windows to see an armor vest and more ammunition to pick up (05)—this is the armory, and if you can find a way to access it, you'll earn a Bond Moment. But for now, look for a door that leads to the next room.





The next area is a wide-open space flanked by second-floor balconies. The first enemy you see will be a radio-toting guard—take him out before he can call in reinforcements (06). You can then take cover behind nearby pillars to dispatch the rest of the enemies on this floor and any that appear on the balconies. Look for a body armor pickup atop a desk in one corner of the room (07), as well as one next to a wall between the intact security gate and the left staircase (08).





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04 STATION T

OBJECTIVE 1
RESCUE THREE HOSTAGES

OBJECTIVE 2
DEFUSE FIVE BOMBS

OBJECTIVE 3
DEFUSE THE FINAL BOMB BEFORE TIME RUNS OUT

OBJECTIVE 4
DESTROY THE RUSSIAN HELICOPTER

08



Head through a blown-open hole in the security bars to reach two sets of stairs to the balconies. Dispatch any enemies that appear, and walk up the left staircase to find a second-floor door and an armor vest on a desk at the end of the balcony (09).

Backtrack from the vest to the second-floor door, which leads to a communications room. Dispatch the guard inside quickly, then search a file cabinet in one corner to find ammunition. You will also find simple schematics atop some radios (10). (You can press the action button to listen to the radios if you have time to spare.)

09



10



The metal door in the communications room can be unlocked. Look for an electronic door lock to target (11). Destroy the lock to access the next room, and then sneak in carefully to surprise and subdue a guard watching over a bomb on the wall in one corner of the room. Disarm the bomb by pressing and holding the action button until the bomb is completely defused (12). Also look for an armor vest and ammunition (13) in a corner across from the bomb location.

11



12



13



Upon leaving the communications room to return to the balcony, watch out for rappelling enemies to crash through the glass ceiling. Taking cover behind the nearest pillar and aiming for the ropes will make quick work of these foes (14). Head back downstairs and take the right staircase to reach a door on this balcony.

14



The door leads to another communications room—but this time the guards inside are holding a hostage. Dispatch the guards quickly to free the hostage, and

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then look for a door that leads to a radar tracking station and ammunition on one of the tables (15). There's a door in this room as well, but don't open it. Instead, backtrack all the way down to the first floor, dispatching any new enemies—including rappellers—that appear along the way.

15



Look for a door along one of the first-floor walls. This leads to a room that contains a bookcase you can search for ammunition, as well as another door to open; it leads into a room where there are two guards and a bomb. Dispatch the guards immediately, then pick up the light body armor on a coffee table if needed (16). Disarm this bomb by pressing and holding the action button until the bomb is completely defused (17).

16



17



With the bomb defused, open the door to reach a wide-open space. Quickly take cover behind the nearest pillar and dispatch the guard who has the radio first (18). Enemy troops will then appear from both the first and second floors, as well as from the ceiling. Take out the closest threats, and then use Bond Focus or aim with precision to dispatch the guards on the second-floor balcony (You can shoot through the metal bars to hit foes).

18



To navigate this wide-open space, hop from pillar to pillar and look around to find targets—if you hear gunfire, the coast is not yet clear. In general, avoid running into the middle of this wide-open space until you've cleared the perimeter areas of enemies and bombs.

Look for a big world map behind a speaker's podium (19). Behind that map is an armor vest (20) and ammunition to pick up.

19



20



Once you're sure the coast is clear, look for an air vent on a wall near the map (21). Send in a Q-Copter to find a storage room. Destroy a propped-up chair that is keeping a door shut (22). With the chair destroyed, Bond can open a door just to the right of the air vent to dispatch the enemies in this room and free the third hostage. Before leaving this room, pick up a schematic and an armor vest nearby

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OBJECTIVE 1
RESCUE THREE HOSTAGES

OBJECTIVE 2
DEFUSE FIVE BOMBS

OBJECTIVE 3
DEFUSE THE FINAL BOMB BEFORE TIME RUNS OUT

OBJECTIVE 4
DESTROY THE RUSSIAN HELICOPTER

(23). Also, climb up the crates in this room to find an attaché case minigame (24).


21


22


23


24

OBJECTIVE 2: DEFUSE FIVE BOMBS

At this point, you should have already found and defused two of the bombs—meaning that there are just three more to disable. Upon leaving the storage room, immediately take cover behind the nearest pillar to dispatch incoming guards—both on foot and rappelling from above.

Near the entrance to the storage room is a control center highlighted by three big projection screens (25). Navigate around the outside of this area, using the pillars as cover. Directly behind the projection screens is another bomb to defuse (26). After you take care of it, get ready for more rappelling enemies to pop up in front of the projection screens.


25


26

When you reach scaffolding covered by blue tarps, look for a bomb at the base of one of the pillars (27) behind the scaffolding, and disable it. Next to the bomb is an armor vest on a crate (28). Not surprisingly more enemies will arrive, so get ready to take cover and fight, tipping over any nearby tables for cover.


27


28

Continue around the perimeter past the blue-covered scaffolding—you'll pass one door and reach a second door (29). This second door leads to the armory from earlier in the level, resulting in a Bond Moment. Acquire the body armor and ammo on the desk (30), as well as complex schematics atop a safe in the corner (31).

29 BOND MOMENT




30


31

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Backtrack to the door you passed earlier on the first floor—this leads to a document-storage room as well as to enemies guarding a bomb. Dispatch the enemies, then look for an armor vest in between two shelving units (32). Disarm the fifth bomb in the corner of this room (33), then head back out.





OBJECTIVE 3: DEFUSE THE FINAL BOMB BEFORE TIME RUNS OUT

Bond will have a 3:00 time limit to complete this objective.

Once again, take cover behind the nearest pillar to dispatch more rappelling and on-foot enemies. Once you've taken care of those threats, look for a glowing rappel point on the first floor directly opposite the three big projection screens (34). Also look for a light armor vest nearby atop one of the tables (35) before rappelling up to the second-floor balcony. (If the time limit allows, you should also stock up on armor and ammunition on the first floor before rappelling up.)





Once up top, go left to reach a second-floor door near the scaffolding. Shoot at the security lock nearby to unlock the door. The door leads to staff sleeping quarters, where you'll find armor vests (36) and ammunition—that's the good news. The bad news is that multiple guards and a bomb are also there. Take care of the foes quickly, and then disarm the final bomb in the back corner of this room (37). Near the bomb, you'll also find a covert uniform in this room (38).







OBJECTIVE 4: DESTROY THE RUSSIAN HELICOPTER

Once you've defused all the bombs, a Russian helicopter will dive into the building, unwittingly blowing open a path to a room that contains a bazooka—get the hint?

Leave the sleeping quarters and make a mad dash for the room, which is on the second floor on the other side of the atrium. Take cover behind a pillar to avoid machine-gun fire, then keep running (and rolling) to avoid the copter's missiles. The copter makes two noises: a single "whah" whining noise that indicates that the machine gun is reloading, and a double "whah-whah" whining noise that indicates that missiles are about to be fired (the copter also usually backs away from you before firing missiles). Learn these noises so you know when it's time to take cover and when it's time to run.

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OBJECTIVE 1
RESCUE THREE HOSTAGES

OBJECTIVE 2
DEFUSE FIVE BOMBS

OBJECTIVE 3
DEFUSE THE FINAL BOMB BEFORE TIME RUNS OUT

OBJECTIVE 4
DESTROY THE RUSSIAN HELICOPTER

The now-unlocked room contains an armor vest (39)—save it for later if possible, but definitely pick up the bazooka and stock up on ammunition in this room. Return to face the copter by taking cover behind pillars, all the while shooting at the cockpit or using Bond Focus to target the weapons (40).

39



40



Shooting the weapons with Bond Focus will make the copter retreat and circle around—that's a prime opportunity to use the bazooka (41). Use the pillars for cover from machine guns and missiles, but don't linger behind a single pillar for long because the missiles will eventually destroy the pillars. Once you run out of bazooka rockets, switch to special ammunition and pour rounds into the cockpit and engine using Bond Focus to whittle away the copter's health. Again, using Bond Focus to target the weapons will reduce the number of times the copter shoots back at you.

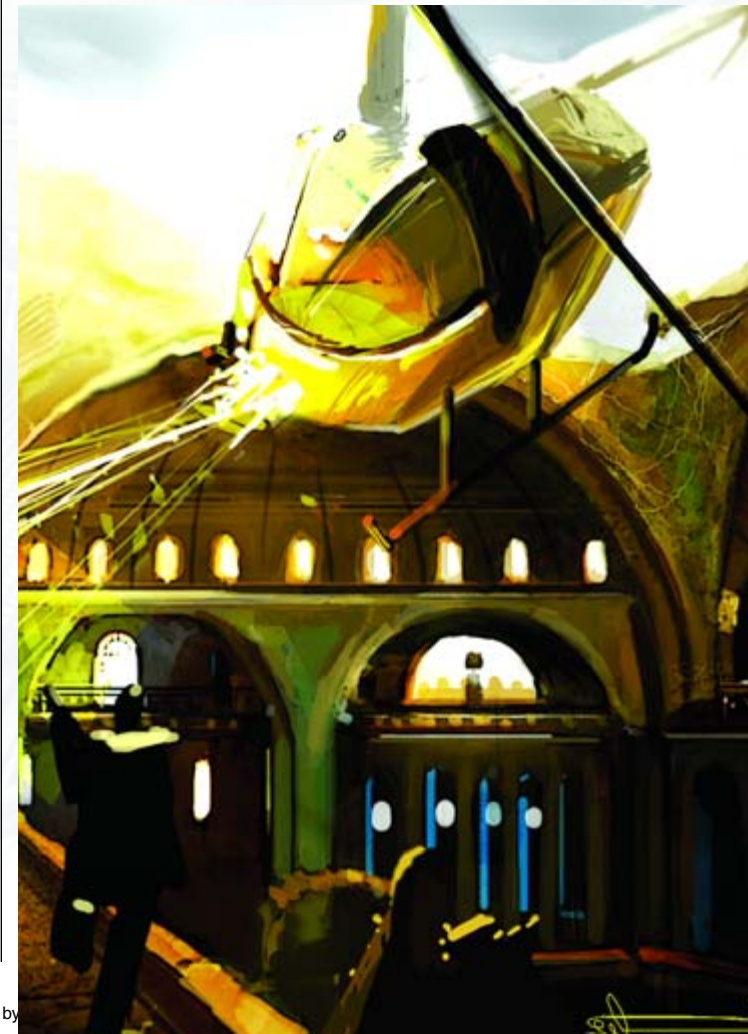
41



Run back to the second-floor rooms for ammunition refills (the room with the final bomb has a limitless supply of Kronen SMG clips (42)) and armor vests if necessary. Keep chipping away at the copter's health, and it will eventually go down.

42





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ISTANBUL PT. 2

05
MISSION







SEE MAP ON PAGE 032







MISSION OVERVIEW

With the situation at Station T finally under control, Bond and Kerim Bey now have to drive to the Russian consulate and find a way to sneak in. It is now night in Istanbul, and the scenic streets are once again filled with angry Russian soldiers looking for revenge. This is the first mission in which soldiers armed with grenades will try to flush Bond out from behind cover, so he shouldn't stay hidden in one location for too long.

The keys to hitting the target time are to dispatch the red car as soon as possible (preferably without wasting time to visit the repair shop) and to dash through the Russian checkpoint—no searching for goodies while inside. Most importantly, when it comes to releasing the boat at the end of the mission, it would be ideal for Bond to have as much armor as possible (via upgrades) so that he can hold onto the control panel as long as possible even as enemies

BOND MOMENT

Bond must gain access to the secret armory in the Russian checkpoint.

KEY ITEMS

- 4 Schematics
- Assault Rifle
- Attaché Case Minigame
- Armory Key

TARGET TIME

9:00

TARGET DISPATCHES

25



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05 ISTANBUL PT. 2

OBJECTIVE 1
GET THE DISGUISE AT THE SAFEHOUSE

OBJECTIVE 2
DESTROY THE CAR BEFORE IT ESCAPES

OBJECTIVE 3
GET PAST THE RUSSIAN CHECKPOINT

OBJECTIVE 4
RELEASE THE BOAT

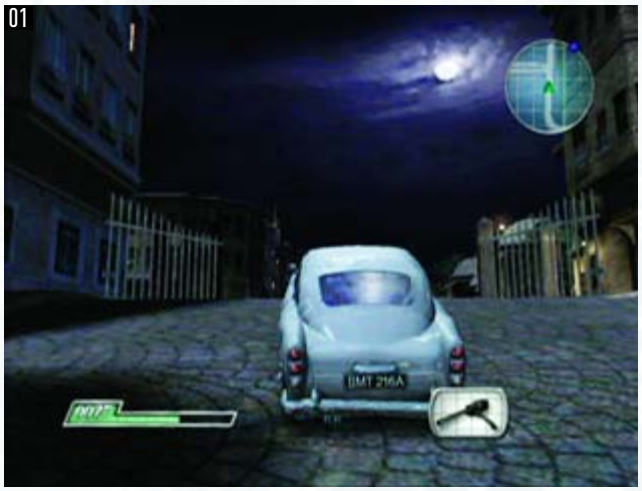
shoot at him—the mission ends once the boat is released into the water.

Bond will be able to upgrade the assault rifle upon completing this mission.

MISSION START

OBJECTIVE 1: GET THE DISGUISE AT THE SAFEHOUSE

To get to the safehouse, take the road out of Station T and dispatch enemy vehicles along the way, using all weapons at your disposal. You'll drive up a hill, and the road will merge into another road (01). You should recognize this path as the route to the Russian garage you destroyed in Mission 3.



Before reaching the park in front of the Russian garage, look for a street to turn left on (02). Head down this road and look for a large white archway on the left-hand side of the road (03) at a T-intersection. In the earlier mission the gate underneath the archway was locked, but now it's open to drive through. This leads to a dead-end alley where you can park and get out of the car.





Enter the safehouse to find some special ammunition as well as simple schematics in a gray file cabinet next to a desk (04). Finally, open the orange trunk in the room to grab the Russian disguise (05). Before running out, switch to the grenades or another heavy weapon—Russian troops (including some nasty rocket-launching foes) will be outside to ambush you. Immediately run down the stairs and crouch behind the nearest brick planter (06), focusing on dispatching the rocket-launching enemies first—a couple of grenades should do the trick.



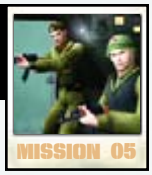




OBJECTIVE 2: DESTROY THE CAR BEFORE IT ESCAPES

After defeating all the Russians in front of the safehouse, you will see a red car marked with a red pointer on top (07). You must chase after the car and destroy

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it. There's no secret to destroying this car: Use the machine gun or missiles to blow it to bits.



WARNING



Watch out for a tank that guards one of the roads near the Russian garage (the one that led to the tank in the last driving mission). When chasing the red car, avoid getting in the tank's line of sight. In addition, tanks guard the exit to the city, so there's no reason to drive out that way.

OBJECTIVE 3: GET PAST THE RUSSIAN CHECKPOINT

The car will wander the streets of Istanbul in a seemingly random way, lingering in areas such as the one around the now-destroyed Russian garage (the first place to look if you're having trouble finding the car) and even driving to the cul-de-sac in front of Station T. This boils down to a simple search-and-destroy mission, and using the driving radar screen to track the car will help. Be sure to visit the repair shop whenever you drive past or you need more ammunition or health—staying healthy is the key to surviving the seemingly endless waves of enemy vehicles out to get you.

Drive to the Russian garage area, dispatching enemy cars along the way. (It also might be a good time to backtrack to the repair shop if you're critically low on health). Behind the Russian garage is a gate you can drive through (08) and park the Aston Martin—don't linger too long in front of that gate— there's a tank nearby.



Once out of the car, look for a door that has a switch to press—you will be informed that only uniformed Russian guards are allowed entry. Equip the Russian uniform disguise to gain access into the building. Bey will follow you inside with a disguise of his own.

Upon entering the building, you will see plenty of enemy soldiers not yet wise to your presence. In the first room you enter, look for a gray file cabinet that contains ammunition.

Head left to a room in which soldiers are watching a slide show of the recent events in Istanbul. Near the slide projector are two gray file cabinets that contain ammunition and the armory key (09). A gray metal cabinet in one corner of the room contains simple schematics (10).





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05 ISTANBUL PT. 2

OBJECTIVE 1
GET THE DISGUISE AT THE SAFEHOUSE

OBJECTIVE 2
DESTROY THE CAR BEFORE IT ESCAPES

OBJECTIVE 3
GET PAST THE RUSSIAN CHECKPOINT

OBJECTIVE 4
RELEASE THE BOAT

DID YOU KNOW?

You can stand next to the slide projector and press the action button to view all the slides.

Backtrack to the first room and pick up an assault rifle lying in front of a door (11). Open the door, which leads to a hallway. After walking in front of a room protected by bulletproof glass and a mean-looking machine-gun-toting soldier, you will reach the end of the hallway and see several doors to head through.

11



First open the dead-end door next to the room with the bulletproof glass (12). This is the armory, which is filled with ammunition and has an armor vest on the floor (13). Searching a gray metal cabinet will reveal simple schematics (14). On a desk is an attaché case minigame to pick up (15). Leave the armory and open the remaining door to head outside.

12 BOND MOMENT



13



14



15



WARNING

Opening the door that leads outside will prevent you from coming back—make sure you've collected everything inside before leaving!

OBJECTIVE 4: RELEASE THE BOAT

Upon heading outside, a cinema will trigger and you will immediately be the center of attention as Russian guards pour in. Immediately rush and dispatch these guards, then take cover behind a nearby box to dispatch any more that pop up. You can find and target propane tanks throughout this area (16) to dispatch enemies near them—but don't stand too close to the tanks when shooting them.

16



Follow Bey, picking up ammunition along the way, and look for a wooden ramp to climb. It leads to rocket ammo and a rappel point to the next building (17). Crash through the first-floor window and take cover behind a nearby box as Russian soldiers appear. Look for an armor vest and ammunition on a table before heading into the next room (18), which contains the boat.

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17


18


22


23

In the next room, you will find two more armor vests—one near the entrance and another by a box (19), as well as simple schematics in a gray metal cabinet (20). After scouring the room, look for a control panel that will release the boat into the water (21). Before touching the panel, make sure you have maximum health and ammunition.


19


20

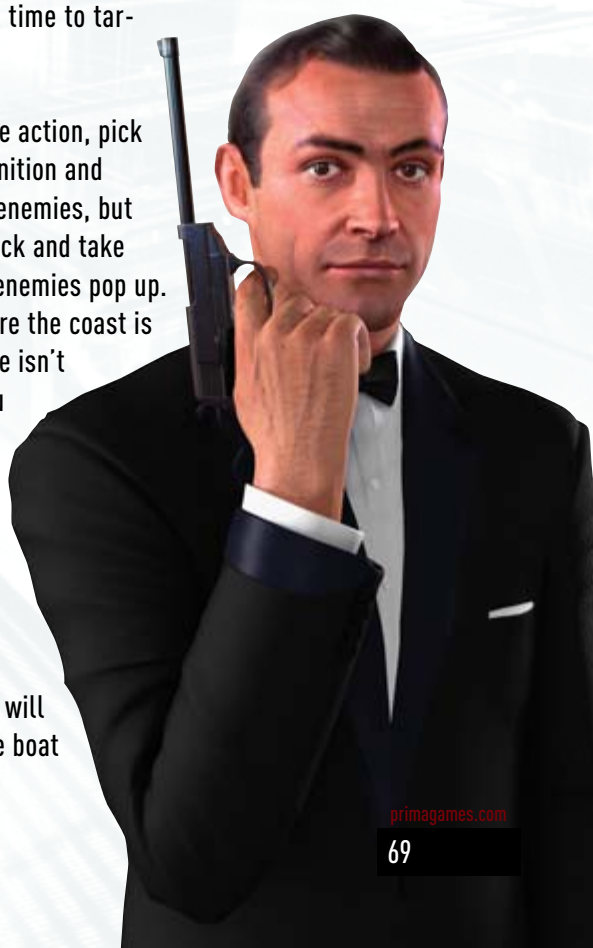

21

Touching the controls unleashes a steady stream of enemies into this area from a door on the opposite wall. The big cause for concern will be an armored machine gunner who waltzes into the room: Use Bond Focus to target his two armor straps to make his armor fall off (22)—this will make him much easier to dispatch. Afterward, Russian rocket-launching soldiers should be the primary targets.

There are two strategies from this point: If time is a concern, hold onto the control for as long as possible to get the boat into the water quickly, letting go only to take cover and dispatch the machine-gun enemy (let him walk toward you a little before you let go) and any foes immediately nearby. It's even preferable to take some damage and let foes rush you rather than dispatching them all first and allowing a new wave of enemies to appear! The second approach works well if time isn't a concern: If that's the case, play it safe by taking cover and dispatching foes (23) before touching the control panel again.

Bey will provide some fire support, but for the most part it'll be up to you to clear the room of enemies. If there are any propane tanks still intact in this area, now is a great time to target them.

During any lull in the action, pick up additional ammunition and armor vests left by enemies, but get ready to backtrack and take cover in case more enemies pop up. Only when you're sure the coast is clear (assuming time isn't an issue) should you return to the control panel to keep moving the boat—and again, immediately let go of the controls and take cover if enemies appear. The mission will end shortly after the boat hits the water.



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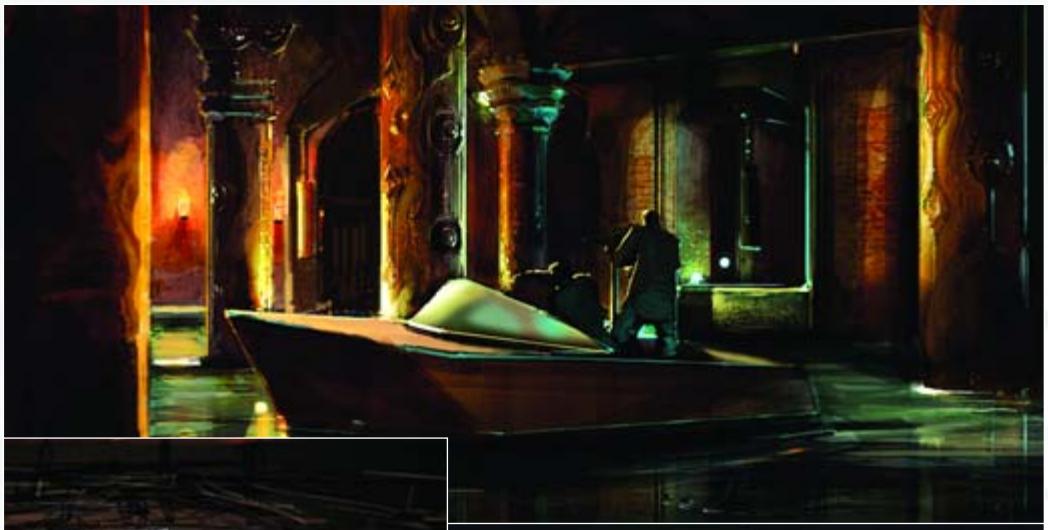
06
MISSION

UNDERGROUND













SEE MAP ON PAGE 033



BOND MOMENT

Enter the secret room in the storage area. To unlock the door, use a Q-Copter and look for an open air vent on the second floor of the storage area.

KEY ITEMS

- 3 Schematics
- Sonic Cufflinks
- Wright Magnum
- Attaché Case Minigame

TARGET TIME

16:00

TARGET DISPATCHES

90

MISSION OVERVIEW

With Bey and Bond having successfully commandeered a boat from the Russians, they now face a dangerous trek through the underground waterway passages of Istanbul. Not surprisingly, the Russians will use any means necessary to stop these two from reaching the Russian consulate.

If Bond hasn't done so already, he should buy all four Q-Armor upgrades; they'll be a big help in completing this mission.

To beat the target time, Bond will have to dispatch the waterway locks without delay and speed through the Russian base. With the jet pack, Bond will save time if he can avoid using the last landing point in the level (the one where he has to run and climb a rock to get to a new jet pack).

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MISSION START

OBJECTIVE 1: GET TO THE OBSERVATION ROOM

Like a theme-park ride gone berserk, this mission will involve you manning a boat machine gun as Kerim Bey navigates through the underground waterways of Istanbul. Unlike your weapons, the boat machine gun has unlimited ammunition but no automatic aiming feature. As a result, you must manually seek out and dispatch targets—when a target has been hit, the target aiming point will turn from green to black. There are no armor pickups, so preserving health is vital.

There is no magic strategy to getting through the waterways, but remember that the longer enemies stay alive, the more damage they can do—so immediately dispatch enemies before Bey passes them on the boat. If you can't, you will be forced to turn around to eliminate foes, which will prevent you from seeing what's ahead. Be sure to look up at balconies as well as areas at your eye level for potential targets.

There is a distinct order of priority as far as enemies go: enemy boats should always be the top-priority targets, since their machine guns do intense damage. Then, enemies shooting rockets and throwing grenades should be taken out. Machine-gun-toting foes are at the bottom of the list. Note that enemies on foot generally appear on walkways, on balconies, and out of doors, so keep a watchful eye for movement near these points. You have the ability to zoom in to get a better aim on enemies from afar, but that prevents you from seeing the whole firing field. Use the zoom only when necessary.

You must also watch out for floating gas barrels in the water (01)—you can ignore most of them, but not any directly in the boat's path. You must destroy them from afar with a machine gun—or else suffer severe damage upon collision.



The first boat appears in a large open area highlighted by gears that control a waterway lock (02). Eliminate as many enemies on foot as possible before entering this area—you will need as few distractions as possible to focus on the boat. Swing around as the boat heads past, and don't let up until it fully explodes and is disabled (it's not enough to see it catch on fire—it must totally flip out of the water for you to ensure its destruction).



With the boat gone, look for a special gear to shoot (03); it will release the waterway lock so you and Bey can continue. Heading down the waterway, look for enemies to stream onto the catwalk ahead, then look at both sides of the waterway for Russian soldiers to pop up. Mow them down until enemy gunfire is totally silenced so that you can target the four corners of a

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OBJECTIVE 1
GET TO THE OBSERVATION ROOM

OBJECTIVE 2
FIND THE BLUEPRINTS IN THE COMMUNICATIONS ROOM

OBJECTIVE 3
ESCAPE WITH THE JETPACK

large waterway lock (04). Shoot the four corners until the lock drops into the water.





This leads to another waterway area in which numerous enemy soldiers will appear on foot (05). It'll be an intense firefight through this area, so it's vital for you to dispatch foes before you pass them—again, turning your back on what's up ahead is a recipe for mission failure. A second waterway lock will appear; you can shoot its four corners to proceed (06).





With the lock gone, you and Bey will encounter a long S-shaped tunnel. Get ready to acquire another enemy boat that will speed forward (07). Quickly shoot this boat from long range, and get ready to swing the machine gun left to keep hitting the boat as it speeds past. It is essential to take out this boat before it can swing around and attack from behind, because you will need to focus on the area ahead.



Past the S-shaped tunnel is the final underground waterway area, and more soldiers will appear. These soldiers are formidable, but a final boat is the big threat (08). Like before, quickly dispatch this boat before you and Bey lose all their health. Shoot at any remaining foes, and then continue to the end. A movie sequence will kick in once Bey finds a safe place to "park" the boat.



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OBJECTIVE 2: FIND THE BLUEPRINTS IN THE COMMUNICATIONS ROOM

For this objective, you'll continue on foot. In the room where the periscope was hidden, look for some ammunition and an armor vest (09). Creep along the walkway bordering the waterway, and a new item will be added to your inventory: sonic cufflinks. Use the cufflinks like grenades. When thrown at enemies, they will emit a high-pitched sound that will stun the foes momentarily.

Continue along the walkway bordering the waterway until you reach a set of boxes to crouch behind (10). From here, you can quietly observe multiple enemies, including one with a radio and a grenade at his side. It'll be absolutely essential to take out the guard with the radio before he can call reinforcements and sound the alarm. A well-placed head or radio shot (using Bond Focus) can do the trick, as will a carefully aimed grenade shot that can take out multiple guards.


09


10

The enemies were guarding an underground port area, which you can explore to find ammunition, grenades, and even an armor vest in a corner near a door (11), which is also the way out of this area.

The next room features a metal cabinet (12) in which you will find the Wright Magnum weapon—a very powerful gun. Beyond this room is a large two-story box-storage area being patrolled by guards. Sneak up to dispatch the guard directly ahead of you, then take cover to dispatch remaining foes. This action will alert guards on the second floor as well, so run upstairs and take out any remaining enemies.


11


12

Once you're certain the area is secure, look for an open air vent along one wall on the second-floor balcony—the perfect size for a Q-Copter. Send the Q-Copter through a series of rotating fans to reach a locked door on the first floor—detonate the Q-Copter to destroy the door lock (13).

BOND MOMENT


13

With that door unlocked, you can go back down to the first floor and enter the secret room in the storage area to earn a Bond Moment. In the room are many goodies—including ammunition, an armor vest in one corner (14), and complex schematics atop boxes in another corner (15).


14


15

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OBJECTIVE 1
GET TO THE OBSERVATION ROOM

OBJECTIVE 2
FIND THE BLUEPRINTS IN THE COMMUNICATIONS ROOM

OBJECTIVE 3
ESCAPE WITH THE JETPACK

Backtrack to the second floor to finish exploring this area. Search a metal cabinet to find body armor (16). On the wall directly opposite that cabinet is a door that leads to the next room. Open the door and quickly dispatch the guard directly ahead (you can use stealth), and then cross the walkway to another door that leads to a two-story garage area.


16


17

Get ready for a firefight with enemies on the first and second floors. Crouch behind a metal-covered portion of the railing to shield yourself from first-floor enemy fire (17), then dispatch the enemies on the second-floor walkway. With the second floor clear, hop from one railing cover to the next to get good shooting angles on the first-floor guards. You can go down the stairs to dispatch any remaining foes, but be wary of an armor-wearing machine gunner—take cover and use Bond Focus to destroy his armor straps to dispatch him easily (18).


18

Once the area is secure, you can backtrack to the second floor to find several rooms. One room contains a file cabinet that holds simple schematics (19), and on a nearby desk lays a briefcase containing a minigame (20).


19


20

To reach the second room in this area, you must find a rappel point on the first floor (21) and head up. This leads to the operations room, which is a computer and prototype center for the development of jet packs—take cover upon entering to dispatch any guards hiding behind the consoles. On one desk are the blueprints you're looking for (22).


21


22

OBJECTIVE 3: ESCAPE WITH THE JETPACK

With the blueprints in hand, you can hijack some Russian technology to get out of this room. Equip the jet pack and fly to the garage—shoot out any windows if necessary. Look for an open garage door that leads to a room you previously explored. This time, watch out for machine-gun-wielding enemies to pop out from the doors on both sides and both levels (23). Targeting unexploded fuel barrels is a good way to dispatch enemies quickly here.

Dispatch these foes to open the door ahead, which leads to a long corridor with rocket-shooting enemies at the end (24). Target and dispatch them from

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long range, dodging left or right to avoid any incoming missiles.





At the end of the corridor is a now-opened door that leads back to the waterways. More enemies will be waiting outside, including several with jet packs (25). Dispatch them all before backtracking to the area where you arrived via boat.



Additional Russian soldiers on foot and in the air will try to silence you (26)—so stop them first. Like when you were on the boat, keep an eye on doorways and balconies for enemies to appear. You can find your first landing point for the jet pack (27) in front of a door in this area. That door leads to a small room that contains simple schematics on a desk (28). Upon leaving, you can replace jet packs and move ahead through an S-shaped tunnel. Dispatch any jet-pack enemies that appear (29). Afterward, tread slowly, targeting and dispatching enemies one at a time before moving ahead—it's a good idea to press the target button repeatedly to seek new enemies to shoot at.









You will find a second landing point where you can get a new jet pack (30). If you have plenty of health, you can attempt to move ahead and dispatch additional enemies until health is low—at that point, backtrack to the landing point to get the jet pack.



DID YOU KNOW?

After landing at a jet-pack area, you can opt to scout ahead on foot and dispatch enemies the old-fashioned way before jumping into a new jet pack.

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06 UNDERGROUND

OBJECTIVE 1
GET TO THE OBSERVATION ROOM

OBJECTIVE 2
FIND THE BLUEPRINTS IN THE COMMUNICATIONS ROOM

OBJECTIVE 3
ESCAPE WITH THE JETPACK

Flying ahead, you can find enemies streaming out of a door at a third landing point (31). Note that this landing point doesn't have a new jet pack—at least, not nearby. Walk down one of the paths to reach a stone block to climb up (32). Atop this block is a new jet pack (which you can save for later if need be).


31


32

You will then reach the large room that featured the gear you shot earlier in the mission. Another boat and more enemies will appear. Dispatch all the other enemies before venturing into the room to take on the boat (33). After you destroy the boat, head to the final room in this area and dispatch any remaining enemies on jet packs or on foot. Fly through the tunnel that you and Bey began the mission in to complete this objective.


33



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GYPSY CAMP

07
MISSION



SEE MAP ON PAGE 034







MISSION OVERVIEW

Bond travels to a gypsy camp to meet back up with Bey—and a scene straight out of the movie unfolds. However, the party is spoiled quickly as armed henchmen storm the camp. In the midst of a fierce firefight, Bond must find a way to neutralize the emerging threat and save some gypsies along the way.

To beat the target time, Bond must ignore the Bond Moment and any extras to pick up. He should also save the gas mask for the hostage in the mine—that way, Bond will not need to run back for a new gas mask. Finally, he must dispatch enemies as fast as humanly possible with the sniper rifle when the last objective rolls around.

Bond will be able to upgrade the sniper rifle after obtaining it during the mission.

BOND MOMENT

Find a way into the kitchen. Bond will need to use the Q-Copter to unlock the door to the kitchen.

KEY ITEMS

- 4 Schematics
- Attaché Case Minigame
- Black Tuxedo
- Leopard Sniper Rifle

TARGET TIME

9:00

TARGET DISPATCHES

30



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07 GYPSY CAMP

OBJECTIVE 1
DEFEAT THE GUNNER

OBJECTIVE 2
RESCUE FOUR HOSTAGES

OBJECTIVE 3
GET THE SNIPER RIFLE

MISSION START

OBJECTIVE 1: DEFEAT THE GUNNER

The mission will begin with a fierce firefight. Dispatch any immediate threats to your flanks (i.e., any enemies that can shoot you right away), then focus firepower on the enemy soldier manning the machine gun on the truck (01). You may need to hit the target button repeatedly to switch to the correct target, and switch to some special ammunition (or the Wright Magnum) to get the job done fast. Use Bond Focus to target the gunner's head to make quick work of him.


01

OBJECTIVE 2: RESCUE FOUR HOSTAGES

With the gunner dispatched, Bey will instruct you to find a gas mask before rescuing hostages in the gypsy home. Before grabbing a mask, you can rescue a hostage by finding a rappel point in front of the barn directly behind where the mission started (02). Use the rappel to get up to the barn's second floor, dispatching all enemies inside. Make note of a light armor vest on the second floor next to the stairs (03).


02


03

On the first floor, you will find the first hostage to free and some simple schematics on a bale of hay (04). You can leave the barn through a door at the bottom of the stairs.


04

Upon opening that door, you will see where to get a gas mask—hanging alongside a stagecoach directly in front of the secret agent (05). Mark its location, but ignore it for now. Instead, head left of the stagecoach to find an open archway with a tree to the left and a fence to the right (06). Dispatch any enemies along the way—you may be able to use some nearby rocks for cover and target a fuel barrel to dispatch them quickly. The archway leads to another guard with a hostage. Dispatch the guard to free the gypsy, and then backtrack to pick up the gas mask.


05


06

With the gas mask in hand, you can search the perimeter to clear out remaining enemies. You can also pick up ammunition and an armor vest atop a barrel next to some hanging clothes (07) behind the red tent. An armor vest lies in a corner outside the front of the

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gypsy house (08). Another armor vest is in front of a tree behind a stagecoach wagon (09), and yet another armor vest is well-hidden in a narrow pathway behind the gypsy house (10).









Speaking of the gypsy house, there are two ways to get into it. The first is through the front doors (11), but a better approach is through the back door on the second level. To get there, look for a loose brick ramp next to the house (12); you can climb on top of it. Follow this ramp to the back door to find a bedroom containing







guards threatening a hostage. Dispatch the guards quickly to free the hostage, and then look on a desk in one corner of the room for a black tuxedo (13), and on another desk for ammunition and grenades.

Open the door to find the stairs to the first level. Before heading down, equip the gas mask. As you head down the stairs, dispatch any enemies that pop up, then run back upstairs and take the gas mask off to save oxygen. Send a Q-Copter down to the first floor and through a hole underneath the stairs (14). This leads to the kitchen; detonate the Q-Copter to destroy the chair that keeps the door locked. Then head back down with the gas mask equipped once again—in the room with a tub, you will find schematics atop some drawers (15).







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07 GYPSY CAMP

OBJECTIVE 1
DEFEAT THE GUNNER

OBJECTIVE 2
RESCUE FOUR HOSTAGES

OBJECTIVE 3
GET THE SNIPER RIFLE

Entering the kitchen on the first floor leads to an enemy soldier as well as a Bond Moment. Silence the guard, and then pick up an attaché case on the countertop (16). With all the goodies in the house collected, you can leave and pick up a new gas mask to enter the mine area—its entrance is to the left of the house (17).

16 BOND MOMENT



17



With the gas mask equipped, enter the mine and dispatch all enemies inside—however, make sure to pick up a simple schematic atop a wooden barrel (18), and an armor vest atop a box (19) before freeing the fourth hostage (you will be unable to return to this area after completing this objective).

18



19



OBJECTIVE 3: GET THE SNIPER RIFLE

From where Bey is crouched, look for a now-unlocked set of wooden doors next to one of the gypsy wagons (20). You will find simple schematics atop a broken staircase (21), as well as a rappel point (22). Rappel up to a narrow walkway where you will find a limitless supply of sniper rifle ammunition—this is a hint about what lies ahead.

20



21



22



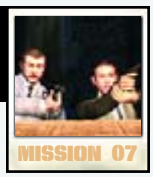
Moving across the walkway will trigger an explosion, which will force you to jump across the gap in the walkway to reach the Leopard sniper rifle (23). With the rifle in hand, get ready to seek and dispatch enemy targets. Immediately jump back across the gap to get close to the ammunition resupply point.

23



The objective now will be to protect Bey, who'll be at ground level trying to ward off waves of Russian soldiers. A good rule of thumb is to crouch and center the

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sniper rifle scope target on Bey to get the best view of his immediate surroundings (24). Feel free to move while aiming to get the best view of the area, and be prepared to adjust your position on the walkway as Bey hops from location to location. You must ensure that Bey's health bar does not go down to zero.


24

DID YOU KNOW?

You will also be able to use other weapons to complete this objective—although the sniper rifle is more than adequate for the task.

When you see Bey firing at someone or you see tracer fire coming at Bey (25), that's a cue that at least one enemy is approaching. Immediately seek out and dispatch the threats closest to Bey before aiming at targets farther away from him. As Bey moves from spot to spot, the enemies will grow increasingly fierce—you'll even face a few heavy machine gunners. You can also target the explosive fuel barrels (26) scattered around the area to dispatch nearby enemies.


26

WARNING

Near the latter half of this objective, pay special attention to any guards that get close to your location—they may throw grenades at you!


25

Keep an eye on your ammunition level, and get ready to run for a refill from the chest nearby. You can also climb a nearby wall to find a second refill chest and an armor vest. Remember that you can zoom in and out with the rifle scope to aim more accurately. This objective will be complete once you silence all the enemies that try to attack Bey.

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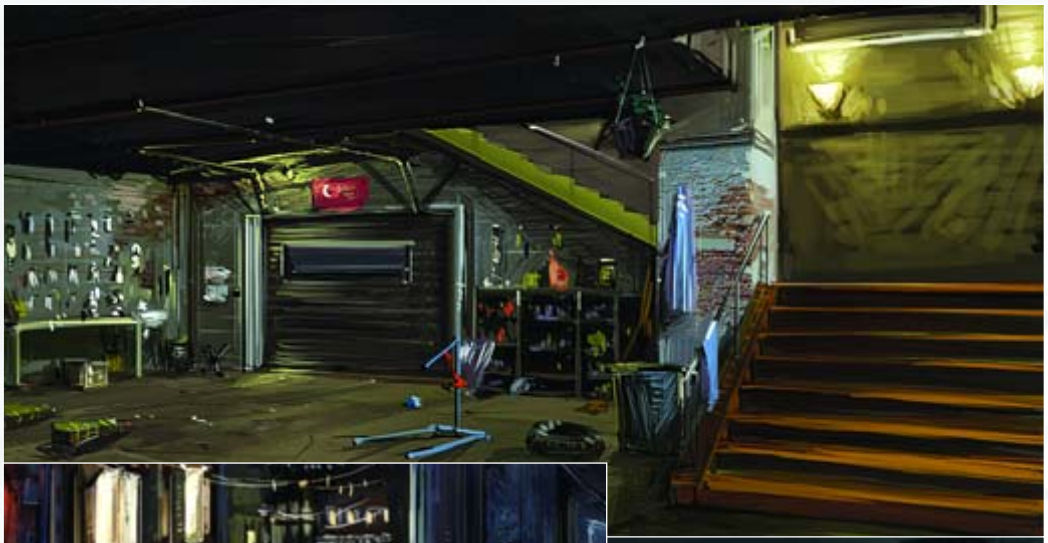
08 MISSION

SNIPER ALLEY













SEE MAP ON PAGE 035



BOND MOMENT

Disable the radio soldier before he calls for backup. The walkthrough describes a stealthy way to accomplish this.

KEY ITEMS

- 2 Schematics
- Attaché Case Minigame
- Apartment Key

TARGET TIME

9:00

TARGET DISPATCHES

25

MISSION OVERVIEW

Kerim Bey once again asks for Bond's assistance—this time to help dispatch his Russian nemesis, Krilencu. It'll be Bond's job to protect Bey from harm so that he can exact revenge for the attack on the gypsy camp.

A word of advice: Bond should conserve assault rifle, Wright Magnum, and any special ammunition so that he has the maximum possible before starting the second objective in this mission.

There aren't any mission shortcuts to beat the target time (other than skipping the ammunition near Bey's location at the start). Quick feet for the first half of the mission plus accurate aiming for the second half will be the keys to winning the target-time award.

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MISSION START

OBJECTIVE 1: GET TO THE SNIPER COVER POINT

When the mission begins, Bey will run to where he plans to break into the compound. Follow Bey and look behind where he stands to find some extra ammunition in one corner. Backtrack to the car and head for a brick wall you can climb—but look before climbing! Change the camera angle so that you can see guards patrolling on the other side (01). One of the guards has a radio, so make him the primary target. Wait for the guard with the radio to turn his back and the second guard to leave the area. You can then safely climb over the wall and crouch to sneak up and stealth-attack this radio-toting guard (02) to earn a Bond Moment.





From there, you can eliminate any remaining guards and proceed to the street corner to find a fence with a locked door—but don't run into the street just yet. Take cover behind the corner to make sure the coast is clear (03). A sure sign that enemies are still about is if you hear enemy voices talking about your position. When the coast is clear, target and shoot the lock to open the gate (04) and quickly crouch to take cover behind the box to the right (05), because more enemies will appear.







Bond will find a rappel point in front of that box (06), but ignore it for now. Instead, turn the corner to find simple schematics lying behind a wooden box in the street (07), and an armor vest farther behind the box (08).





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08 SNIPER ALLEY

OBJECTIVE 1
GET TO THE SNIPER COVER POINT

OBJECTIVE 2
COVER KERIM'S ROUTE



Backtrack to the rappel point and climb up to enter the building. Bond will see a door to the right, but first follow the stairs down to a garage to find ammunition and an apartment key on a desk (09)—watch out for a guard lurking down there, too!

Head back up the stairs and use the apartment key to open the door and enter a bedroom. Crouch and sneak up behind the guard in the room to silence him with a stealth attack. With the coast clear, search the room to find complex schematics on a desk next to the door (10).





Find a balcony so you can jump across to an adjacent building's porch (11). Open the green doors and rush inside to take cover behind a wooden desk (12) before dispatching all the enemies in this room. Once all enemies are silenced, leave the cover point and find a new cover point behind another desk nearby (13). From this vantage point, you will get the best view of an approaching machine gunner heading down the stairs (14). Target the straps on this gunner's vest to make him easier to dispatch.









With the machine gunner gone for good, you will be free to explore the room. Look for an attaché case minigame on the floor to the right of some gray file cabinets (15). You will also find an armor vest to the left of another set of gray file cabinets (16). Pick up any remaining ammunition before heading up the wooden stairs.







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At the top of the stairs, you'll find rocket ammunition as well as another box of limitless sniper rifle bullets. Look for a glowing point along the wall (17) to advance to the next objective.

17



18



19



20



OBJECTIVE 2: COVER KERIM'S ROUTE

Like at the gypsy camp in the previous mission, you must cover for Bey, dispatching enemies in his path so that he can proceed. You'll be able to use more than just the sniper rifle to shoot enemies—the assault rifle and bazooka are just two of the other viable weapons—but the sniper rifle should be your primary tool because of its unlimited supply of bullets. You must ensure that Bey's health bar does not go down to zero.

Bey will begin jumping from box to box at ground level as enemies appear from various points (18). Remain standing to get a good view of all the enemies that pop up and hide behind boxes. Once all those threats are dispatched, Bey will take the stairs up to the second floor, where more waves of enemies will appear as Bey moves from left to right on this level. The enemies will include a nasty armored machine gunner (19). Consider shooting a rocket to dispatch enemies clustered together. In addition, you will need to use the sniper rifle to break windows (20) so you can shoot at enemies effectively. Be sure to watch your ammunition level so you can run back for more sniper bullets, and remember that you can zoom in with the scope to aim more accurately.

WARNING

If Bey appears stuck at any point, try shooting out some windows to see if you can find an enemy hidden from view. It may also help to walk around to look fully into the rooms across the way.

At some point while Bey is on the second floor, a helicopter will appear overhead (21). Backtrack to the rocket ammunition if necessary, and then aim at the helicopter to destroy it with rockets. You can also opt to quickly knock down the helicopter by using special Kronen SMG or assault rifle ammunition. Use the roll button to move left or right whenever the helicopter shoots off a missile. However, you should generally ignore its machine-gun fire to focus on shooting down this pesky enemy.

21



22



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08 SNIPER ALLEY

OBJECTIVE 1
GET TO THE SNIPER COVER POINT

OBJECTIVE 2
COVER KERIM'S ROUTE

With the helicopter gone, you can refocus on helping Bey. This time, a stream of grenade-throwing enemies will come out of the second floor to attack you. Take them out before focusing on Bey's threats since your own attackers can do much more damage—it's a good idea to use Bond Focus and the assault rifle, bazooka, and/or Wright Magnum to take these enemies out faster than with the sniper rifle (22).

As Bey runs right on the third level, run with him so you're directly in front of a discolored rectangle on the movie poster (23). This rectangle is actually a hidden window that will reveal Bey being held hostage by Krilencu. Immediately use Bond Focus (with a weapon such as the Wright Magnum) to get a close-up view of the two struggling (24). (You can also do this using the sniper rifle.) A successfully aimed shot at Krilencu's head will complete this mission's final objective.

23



24



WARNING

Don't wait too long to dispatch Krilencu—if you dally he will ultimately defeat Bey after some time has elapsed, resulting in mission failure.



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CONSULATE

09
MISSION







SEE MAP ON PAGE 036







MISSION OVERVIEW

Bond attempts to infiltrate the Russian consulate in Istanbul to meet up with the beautiful Tatiana Romanova, who will help 007 get his hands on the Lektor. However, it'll be a fierce firefight to get both the Lektor and Romanova out of the consulate in one piece.

To beat the target time, Bond must ignore the Bond Moment and plow through the consulate, taking cover only when necessary. Speed during the initial stages of the mission will give Bond enough time to fight his way out of the vault.

BOND MOMENT

Enter the secret room in the basement by using the laser watch to break the door lock.

KEY ITEMS


4 Schematics


Serum Gun


Attaché Case Minigame

TARGET TIME

17:00

TARGET DISPATCHES

50



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OBJECTIVE 1
TALK TO THE CONSULATE CLERK
OBJECTIVE 2
FIND TATIANA
OBJECTIVE 3
DESTROY THE ELEVATOR OVERRIDE WITH THE Q-COPTER
OBJECTIVE 4
GET TO THE VAULT
OBJECTIVE 5
ESCAPE

MISSION START

OBJECTIVE 1: TALK TO THE CONSULATE CLERK

This is arguably the second-easiest objective in the entire game (next to getting briefed by M during the Hedgemaze mission). At the starting point, turn left and search a bookcase for simple schematics (01). To the right of the clerk's desk is a file cabinet to search for ammunition. After searching the area, talk to the clerk. This will trigger an explosion.

01



OBJECTIVE 2: FIND TATIANA

You will now be able to enter the consulate through a gaping hole in a wall, and you'll be able to use a new weapon—the serum gun. Take cover behind the next corner to peer down the hallway (02). You will see two guards arguing—the perfect opportunity to try out the serum gun. Use it to make the guards turn on each other, then quickly dispatch the surviving guard. (Ignore the locked door in this hallway; you'll access it later with the Q-Copter.)

02



Poison gas is spewing out at the end of the hallway, so stop short and find a communications room that contains a person to talk to (03). The man will tell you how to neutralize the poison gas—there's a switch in the room next door. Search a file cabinet in the room for more ammunition, and then equip the Q-Copter to fly through an open air vent in one corner of the room (04). Fly through the air vent to get to the neighboring room, and detonate the Q-Copter near the door lock next to the room entrance (05) to gain access to the room.

03



04



05



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DID YOU KNOW?

Thanks to the limitless supply of Q-Copters in this room, you can opt to send out the Q-Copter to dispatch enemies in the locked room as well as in the area with poison gas. Obviously, you should not do this if you're trying to beat the target time.

This will trigger the appearance of more enemies when you return to the hallway. Take wall cover to dispatch these guards safely before heading to the now-unlocked door. Open the door and run inside to take cover behind the wall to the right (06) in case any enemies remain in this room. This is a safe place to dispatch any guards still hiding behind file cabinets. Look for a body armor pickup between two cabinets (07). Search the bookshelf underneath the open air vent to find more serum gun darts (08).

06



07



08



After searching this room, look for a red wall switch (09). Press the action button while standing in front of it to deactivate the poison gas in the hallway. Leave the room and immediately take wall cover again to dispatch any approaching guards. When you reach the end of the hallway, you'll see an elevator door, a cafeteria and kitchen area, and an unlocked door. Dispatch any enemies in the kitchen area before opening the unlocked door, which leads to a storage room and Tatiana.

09



You and Tatiana must now get to the vault—but the mission will take a twist because now you must also ensure that Tatiana stays alive. When Tatiana is being attacked, her threat meter will go up accordingly. You must dispatch any enemies shooting at her: These enemies will be denoted by red arrows above their heads (10).

Before moving toward the elevator, run back into the storage room where you found Tatiana to pick up some ammunition, then dispatch guards that stream out of the elevator ahead (11). When the coast is clear, jump into the now-open elevator doors and press the action button while inside to send it down.

10



11



DID YOU KNOW?

If you stand idle for a while, Tatiana will say various comments to you.

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OBJECTIVE 1
TALK TO THE CONSULATE CLERK

OBJECTIVE 2
FIND TATIANA

OBJECTIVE 3
DESTROY THE ELEVATOR OVERRIDE WITH THE Q-COPTER

OBJECTIVE 4
GET TO THE VAULT

OBJECTIVE 5
ESCAPE

When the elevator door opens, quickly take cover behind the nearest wall (12) to dispatch oncoming guards. At the end of this short hallway are gas masks hanging on the right side of the wall (13). This would be an opportune time to grab one, since the room ahead is filled with poison gas.

12



13



In the next room, consider using the serum gun to help dispatch the guards ahead. Otherwise, equip the gas mask and dispatch all enemies before heading to a wall switch that turns off the gas (14).

14



OBJECTIVE 3: DESTROY THE ELEVATOR OVERRIDE WITH THE Q-COPTER

Before you send out any Q-Copters, search the room to find ammunition—including some you'll find after searching a bookcase. Also look for a file cabinet (sandwiched between two bunk beds) that contains simple schematics (15).

15



Look for a vent in the room to send a Q-Copter into (16). After it flies through a vent fan, steer it left when the path forks and avoid the steam vents to enter another room. This room contains a second air vent to fly into (17)—in this vent, time the Q-Copter's flight to avoid the flames coming from above and below the vent (18). Eventually, the Q-Copter will reach a shaft area to fly up to find a third vent (19). This vent ultimately leads to a room that contains the elevator override, which is a flashing panel on one of the computer consoles (20). Detonate the Q-Copter near the panel to destroy it.

16



17



18



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19



20



22



23



OBJECTIVE 4: GET TO THE VAULT

With the elevator back in operation, you and Tatiana will finally be able to reach the vault. However, more enemies will stream out of the elevator—so prepare for a firefight once you backtrack to the room with the elevator doors. Immediately take cover and dispatch foes with head shots, the serum gun, or a combination of both (21).

21



The elevator will bring you and Tatiana to a heavily fortified area, and some ammunition and an armor vest will be in clear view (22). The entrance ahead is guarded by a set of doors two people must open simultaneously. Look for a switch to the left of the locked doors to open them. They lead to a room filled with Russian guards. Take wall cover and dispatch foes quickly—the serum gun may be a good idea here as well. Unfortunately, Tatiana will rush into the room, making her a prime target for the guards. You can search a metal cabinet for additional serum gun darts (23).

Across the shower area (where you can find some ammunition), is a rack of gas masks (24). Pick up a new one for the next room. Upon opening the door to the next room, crouch and equip the gas mask.

24



DID YOU KNOW?

If you do not move upon entering the room with the poison gas, you will be able to crouch without having to equip the gas mask. This is a perfect location for sending out any remaining Q-Copters to scout the rooms ahead and dispatch foes.

The next room features another two-person door lock (25) and rooms that branch out to the left and right. Head to the room on the left, dispatching any soldiers inside. Look for the first of two switches on a wall near some stairs; it will disable the poison-gas system (26). Note that the gas will remain on until both switches are activated, so you can either backtrack to pick up a new gas mask or, if time is an issue, you can rush into the room to the right and dispatch any foes in this area

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OBJECTIVE 1
TALK TO THE CONSULATE CLERK

OBJECTIVE 2
FIND TATIANA

OBJECTIVE 3
DESTROY THE ELEVATOR OVERRIDE WITH THE Q-COPTER

▶ OBJECTIVE 4
GET TO THE VAULT

OBJECTIVE 5
ESCAPE

(which houses three jail cells). There are two other switches in this area: a gas switch to the right of the third jail cell (27) and another between two windows next to a desk that opens the jail cell doors (28). Hitting both gas switches will stop the flow of poison gas and enable Tatiana to enter the room.


25


26


27


28

With the poison gas gone, you will be able to check the area safely. In an alcove across from the first jail cell, you will find an attaché case on the floor (29). You can also search the jail cells for ammunition and an armor vest (30).


29


30

Backtrack to the room on the left to find an armor vest and ammunition on a table (31)—but that's not all you'll find. Look for a cabinet to climb up, which will give you a clear view of a door lock behind bullet-proof glass (32). Target and destroy the lock with the laser watch to gain access to the room, which contains ammunition and an armor vest on a desk (33), as well as a file cabinet that contains simple schematics (34).


31


32 BOND MOMENT


33


34

After you've searched these rooms fully, return to the second double-person door lock and look for a switch to open the door to the next room (35). Immediately take wall cover to dispatch the multiple guards that patrol this room, including one with a grenade that you may be able to shoot off. An armor vest is nearby (36).


35


36

At the end of this room is a third double-person door lock (man, the Russians really do love their security measures). Once again, press the switch on the left to open the doors, which lead to a cargo-distribution room. Head down the stairs and take cover behind a pillar near where Tatiana runs (37). You will have to engage multiple enemies (using the serum gun may even the odds a bit) to protect Tatiana first, but the biggest threat will be a machine gunner who enters the room. Target his armor straps using Bond Focus before dispatching him. Also, look for an armor vest next to some boxes on a platform (38).

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Head down some stairs to reach the vault and the final wave of enemy soldiers. Definitely use the serum gun here, and take cover behind any boxes to protect Tatiana. Look for an armor vest in front of some boxes (39). Head up to the vault door and target the four points that control the gold security lock (40)—you can use any weapon.





Upon entering the vault, pick up the ammunition and goodies that litter the room, including some complex schematics (41) and an armor vest (42). Finally, pick up the Lektor on the table (43).









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OBJECTIVE 1
TALK TO THE CONSULATE CLERK

OBJECTIVE 2
FIND TATIANA

OBJECTIVE 3
DESTROY THE ELEVATOR OVERRIDE WITH THE Q-COPTER

OBJECTIVE 4
GET TO THE VAULT

▶ OBJECTIVE 5
ESCAPE

OBJECTIVE 5: ESCAPE

With the Lektor in hand, you and Tatiana must fight your way out of the consulate. Upon your leaving the vault, more enemies will stream into the vault room, so take cover behind boxes and dispatch the foes immediately. You will find that the enemies unlocked a door nearby—it leads to a metal cabinet that contains body armor (44).

Backtracking to the cargo-distribution room, you will see more enemies, including another machine gunner (45)—take care of him quickly, then focus on the soldiers that are attacking Tatiana. The amount of firepower directed at her will cause her threat meter to rise quickly, so keep a close eye on it in this room. Some of the soldiers will have grenades, so using Bond Focus to target them can let you dispatch multiple foes at once.


44


45

Return to the room with the showers, dispatching enemy soldiers along the way. Upon entering the shower room, immediately take wall cover to find enemies coming down the hall (46). One will be carrying a grenade, which you can target using Bond Focus. Dispatch any remaining foes, and then head toward the elevator door. Entering the elevator completes this mission (47).


46

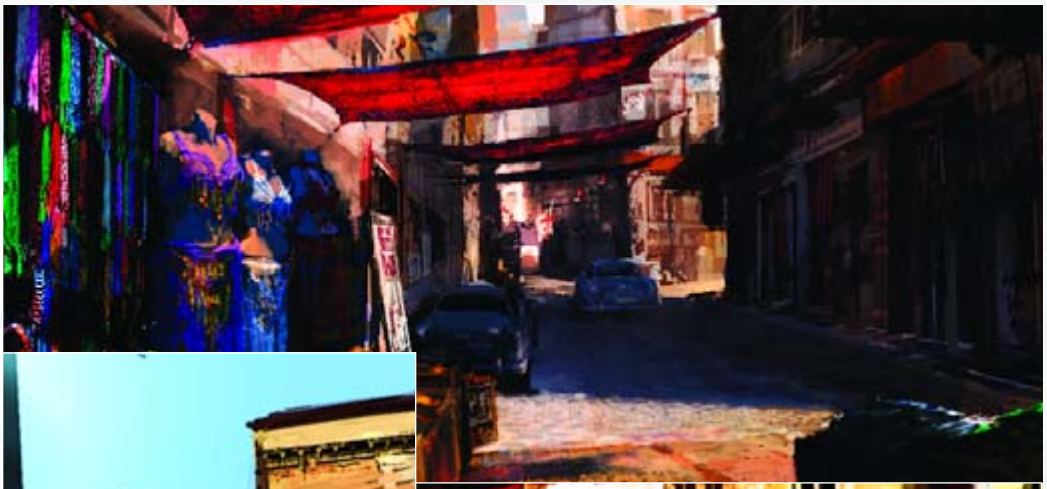

47



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ISTANBUL PT. 3

10
MISSION







SEE MAP ON PAGE 037







MISSION OVERVIEW

With the Lektor in hand, Bond and Tatiana have to get to the train station. However, the streets of Istanbul are crawling with Russian cars looking to get back the Lektor at all costs. At the wheel of a getaway car (a Rolls Royce supplied by Bey), Bond must get out of the city and drive to the train station near the airport.

Once Bond has the layout of the city worked out, there'll be plenty of time to complete this mission and still beat the target time with minutes to spare—staying healthy by visiting the repair shop as needed is key.

BOND MOMENT

Destroy the helicopter that you see from the main road to the train station.

KEY ITEMS

None

TARGET TIME

12:00

TARGET DISPATCHES

30



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10 ISTANBUL PT. 3

OBJECTIVE 1
SUBDUE 30 ENEMY VEHICLES

OBJECTIVE 2
GET TO THE TRAIN STATION

MISSION START

OBJECTIVE 1: SUBDUE 30 ENEMY VEHICLES

There's no magic to this objective: Drive out of the hideout area into the city, then search and destroy enemy vehicles that pop up while preserving health. However, there's a number of areas to avoid—all of which have deadly tanks parked to block your path. These areas include the entrance to the hideout (turn right immediately upon leaving the hideout to avoid these tanks), the city exit that leads to the highway, a street near the city's main square that leads to a dead end, and a gate next to where you drove to infiltrate a Russian-controlled building in the first driving mission.

In general, save missiles for trucks and helicopters, and use the machine gun and/or tire spikes to take care of enemy cars.

DID YOU KNOW?

When your car sustains enough damage, smoke will begin pouring out of it. That's a signal to drive back to the repair shop.

Otherwise, feel free to roam the streets, beginning in the area where the Russian garage once was (01). Next, return to the double-wide street to find more enemies (02). Stop at the repair garage if necessary to replenish health (03), then drive around the city's main square (04) and backtrack to the Russian-garage area until you meet your enemy-vehicle quota. There's a 10-minute time limit for this objective, so don't waste time. Remember to use the tire spikes, which are incredibly effective for dispatching cars. Ideally, you should visit the repair shop and reach the main square once you have 28 or 29 kills so that you are ready to head out of town.

01



02



03



04



OBJECTIVE 2: GET TO THE TRAIN STATION

The first challenge here is figuring out which building is the train station. You should have seen it during an earlier driving mission. It's a large pinkish-red building near the airport area. That means you will have to drive out of the city of Istanbul and take the main highway back toward the airport.

If necessary, visit the repair shop again to fix up your car. There is a six-minute time limit, but you should have plenty of time to spare. If repairs aren't needed, return to the city exit (where you drove into the city during the first driving mission)—dispatching enemies along the way as needed. Look for a stone archway near the plaza that marks the exit to the city area (05).

05



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When you reach the highway, trucks will throw explosive fuel barrels on the road (06). Avoid the fuel barrels and focus on destroying the trucks. Use the tire spikes to dispatch any cars that come from behind. You will see a helicopter—to earn the Bond Moment, slow down and shoot the helicopter repeatedly with missiles until you've destroyed it (07).

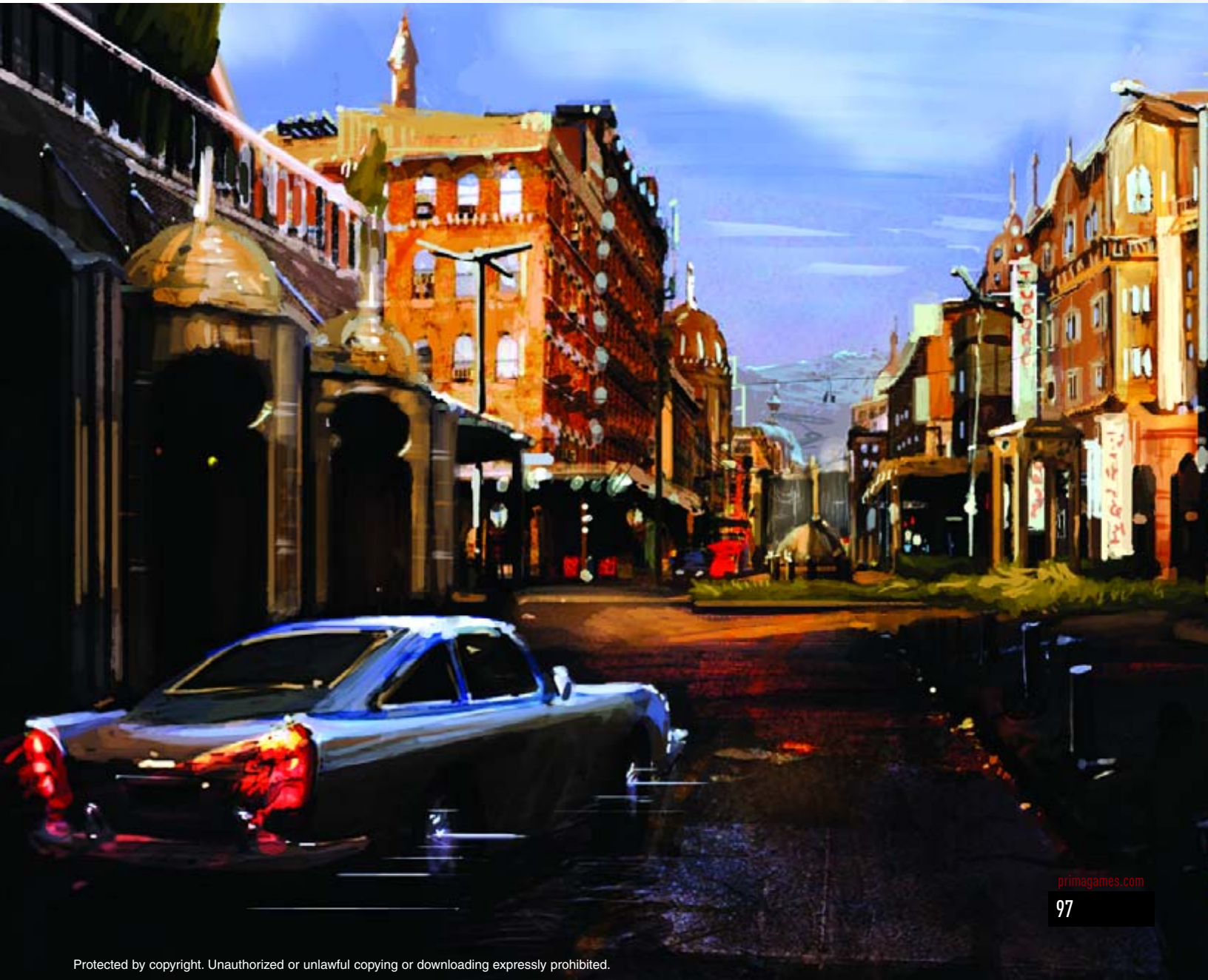
Upon reaching the airport area, make a left at the T-intersection to reach the train station (08). Park at a glowing circle (09) to complete this mission.











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11
MISSION

TRAIN





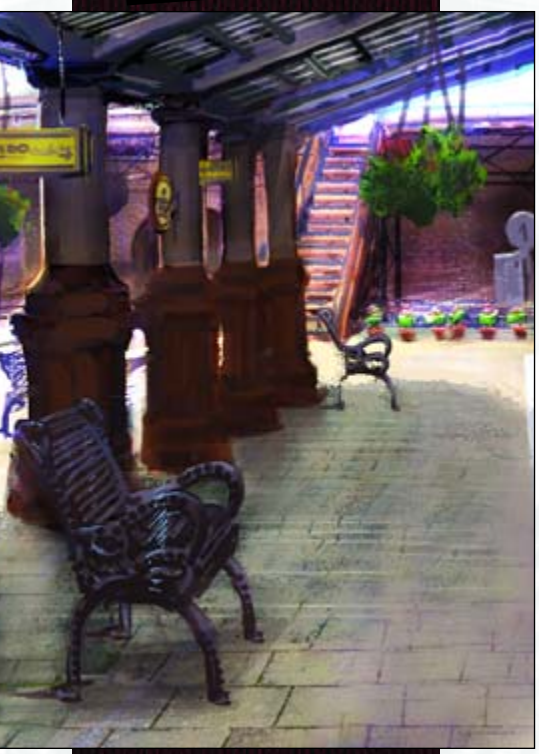








SEE MAP ON PAGE 038



BOND MOMENT

Enter the gift shop by rappelling onto its roof from the second floor of the train terminal.

KEY ITEMS

- 4 Schematics
- Briefcase Turret
- Attaché Case Minigame

TARGET TIME

12:00

TARGET DISPATCHES

50

MISSION OVERVIEW

Bond and Tatiana board the Orient Express, unwittingly meeting up with OCTOPUS henchman Red Grant, who is posing as a British secret agent. After having dinner with Grant, Bond realizes that he's been caught in a trap—and now he must protect Tatiana and recover the Lektor at all costs.

This is the first mission in which Bond will have possession of a briefcase turret, which features an automated machine gun capable of giving 007 needed firepower support. But he shouldn't use it until the end of the mission. In addition, when streams of enemies rush in to attack Bond and Tatiana—a fairly common occurrence this mission—007 must not forget that the serum gun is available to help even the odds.

To beat the target time, Bond must rush enemies and not worry about cover unless it's necessary, ignore the Bond

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Moment, and quickly dispatch one or more turrets with weapons instead of Q-Copters. Using an upgraded briefcase turret will help Bond defeat Red Grant quickly.

MISSION START

OBJECTIVE 1: DEFEAT RED GRANT'S HENCHMEN

This mission begins in the crowded confines of a train car as an OCTOPUS machine-gunner sets his sights on you. Immediately take cover behind one of the glass walls (01) and prepare for a fierce firefight. Shoot off the gunner's armor to make it easier to dispatch him, and then dispatch the guard hiding behind a busted table on the far end of the train. Look for an armor vest near where the machine gunner stood (02).

Approach the table and immediately take cover behind it to see more OCTOPUS soldiers stream in. Some will be wearing grenades, so use Bond Focus to target these items (03)—the resulting explosions can take out enemies hiding behind walls. Also try for head shots whenever possible to save ammunition. Try to stay behind cover at all times, popping out only to pick up any nearby ammunition or armor vests. After you defeat enough OCTOPUS soldiers, a cinema will kick in.







OBJECTIVE 2: PROTECT TATIANA

One of the key parameters from this point forward is to keep Tatiana alive. Although she will generally try to take cover, enemies will attempt to get angles to shoot at her. These enemies will be marked with a red arrow on their heads (04). Dispatch the foes quickly before Tatiana's threat meter peaks. Think twice before taking cover next to her, as that will only draw additional enemy fire toward her.



As this part of the mission begins, look for a medium armor vest behind a brown luggage chest (05). As you advance, enemies will appear, including a rocket-launching foe (06). Target him before taking care of the other henchmen. Once you've dispatched all foes, search the area to find ammunition as well as a light armor vest (07) and simple schematics on a bench (08) in an area to the right of the train station's entrance.





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11 TRAIN

OBJECTIVE 1
DEFEAT RED GRANT'S HENCHMEN

OBJECTIVE 2
PROTECT TATIANA

OBJECTIVE 3
DESTROY THE TRAIN TURRETS

OBJECTIVE 4
CATCH RED GRANT

OBJECTIVE 5
ELIMINATE RED GRANT


07


08

Enter the train station, then immediately crouch and take cover behind the closest trunk (09) to dispatch guards that rush in, including one shooting at Tatiana. When the lower level is clear, look for a light armor vest next to a plant in one corner of the train station's lobby (10)—but be alert for enemies coming down the stairs nearby (11).



09


10


11

Speaking of stairs, now would be a good time to head up them, but get ready to dispatch a number of enemies in the upstairs room and adjoining balcony (12). Immediately get behind cover such as a bookcase or box to shield yourself from enemy fire, and watch out for foes sneaking up from behind the stairs. This will trigger the arrival of enemies attacking Tatiana, so once your immediate area is clear, charge downstairs to dispatch any OCTOPUS soldiers who are shooting at Tatiana (13). Also keep an eye peeled for any soldiers that appear on the second-floor room opposite your location. Once all threats have been eliminated, return to the second-story and search a room there to find an ammunition-filled bookcase near a locked door.


12


13

When you reach the second-floor balcony connecting the two second-floor rooms, look for a rappel point atop the train-schedule sign (14). You can rappel to the roof of the gift shop, and then drop through a hole in the ceiling (15) to earn a Bond Moment. You will find ammunition as well as an armor vest in one corner (16), and complex schematics atop the checkout counter (17).


14



15


16


17

Return to the second floor via the stairs, and look for a gate switch on a wall between two windows (18). (Note: You can opt to reach the gift shop before or after pulling the gate switch.) Activate the switch to bring enemies out of the woodwork, including two who'll

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attack Tatiana. Aim your weapon from the second-floor window to dispatch these enemies first, and then take cover to dispatch remaining foes.

18


Once things have quieted down, head to the second-floor room that was previously blocked by gates. You will see an armor vest on the floor next to a short bookcase (19). Search a light metal file cabinet for simple schematics (20). Look near the windows for a train-door key (21), but be warned: Getting the key will trigger even more enemy troops to attack you and Tatiana. Once again, first shoot any nearby enemies rushing toward Tatiana, but immediately crouch and take cover behind the nearest bookshelf as more soldiers rush into the room you're in. Take out these enemies quickly, then rush down the stairs to dispatch any remaining troops shooting at Tatiana (22).

19


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When Tatiana is safe, she will run into the second-floor room where the gate switch was and crouch next to a locked door that you now have the key to (23). The door leads to stairs down to ground level and a switch that opens another locked door.

23


OBJECTIVE 3: DESTROY THE TRAIN TURRETS

Open the door to the train platform, and make quick note of a medium armor vest that lies at the end of the walkway from the door entrance (24)—but save it for later.

24


After a brief cinema, more shield-toting guards will appear. Pick up the rocket ammunition nearby. Then focus on the guard to the far right, taking cover behind

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a small box—crouching behind the corner of the box rather than a flat edge (25) should shield you well enough from the enemies to the left. This movement should force the guard on the right to change positions—making him an easy target from the side. If the guard does not move, throw a grenade at him to silence him, and then dispatch the remaining shielded guards using Bond Focus to shoot their heads when they pop up behind their shields.

25



With the guards dispatched, focus your attention on the machine-gun turrets atop the armored train. You have two options: The first is to use a Q-Copter to fly into the armored train through a hole hidden near the back of the train (26). Inside, you can detonate the Q-Copter in front of each turret's control panel (27). The second option is to shoot at each turret gun (28) until all three are destroyed.

26



27



28



WARNING



Since the gun turrets are mounted above ground level, they will be able to hit you even if you're crouching behind a box or a low wall. The only real protection points are the tall pillars in front of the train—you can use them for wall cover.

After a turret is disabled, look for more guards to attack you and Tatiana from behind. Take cover when necessary to avoid turret fire, and dispatch these enemies before Tatiana's threat meter peaks. Also, make note of an armor vest lying on the tracks (29) nearby—but don't make a move for it until the turrets are disabled. After you've destroyed the third turret, enemies will stream out of the train (30). Once you've dispatched all these enemies, you will be free to enter the train—but before you do so, explore the area to pick up any leftover ammunition and armor vests. In addition, at the end of the platform opposite the OCTOPUS train door lies an attaché

29



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case minigame (31) to pick up. Entering the train will ensure that Tatiana is protected for the remainder of the mission.





OBJECTIVES 4 & 5: CATCH AND ELIMINATE RED GRANT

Technically, these are two separate objectives—but for the purposes of this walkthrough, they are essentially one.

Enter the train and head down the narrow passageway to find a medium armor vest on a bench (32), and a cache of ammunition on a bench at the very end of the hall. Exit the train to reach a fenced-in area—make note of an armor vest nearby (33) and plenty of boxes to use as cover. Open the gate and get ready to battle with Red Grant.





Remember that briefcase turret you received at the beginning of the mission? Now is a perfect time to plant it in front of Grant (34). Not only will it damage him, but it will distract his firepower so that you can equip a heavy-firepower weapon such as a bazooka or Wright Magnum to decimate his health. If you have time, pick up a set of complex schematics lying on the ground in a far corner of this area, near the train (35).





DID YOU KNOW?

If you're trying to beat this mission at 00 Agent difficulty, even more important than using the briefcase turret is using Bond Focus to target Grant's various body parts. A target circle will move around his body to show where you should shoot him.

Should the briefcase turret be destroyed (or worse, if you used it earlier in the mission), this objective will be a lot tougher. Grant will be able to hit you even when you're crouching behind boxes, so find tall boxes to take wall cover behind (36). Don't linger in one spot too long, however, or else Grant will throw grenades to destroy you and any boxes you're using. Look for additional armor vests and ammunition (37) scattered behind the boxes in case you need to replenish health or bullets.





In addition, be sure to switch to special ammunition for your weapons to cause more damage to Grant. Use Bond Focus to target specific body parts (look for a small circle that appears on Grant after he takes damage). A successful series of Bond Focus hits will prevent Grant from shooting back or throwing grenades. With the help of the briefcase turret, you will prevail to finish this mission.

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MISSION

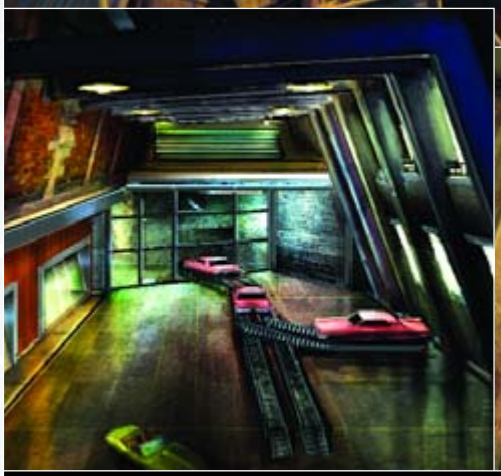
FACTORY













SEE MAP ON PAGE 039



BOND MOMENT

Destroy the guard tower outside the factory by exploding fuel barrels at its base.

KEY ITEMS

- 4 Schematics
- Snow Suit
- Armor Piercing Rifle
- Attaché Case Minigame

TARGET TIME

17:00

TARGET DISPATCHES

45

MISSION OVERVIEW

Bond tracks Eva and the Lektor to a mysterious factory. In his pursuit of the Lektor, it becomes apparent that he must destroy this factory to prevent OCTOPUS from achieving its plans of world domination.

To beat the target time, Bond can avoid using the Q-Copter, which will save him a few seconds. Otherwise, Bond should plow ahead and take cover only when needed to protect his health.

MISSION START

OBJECTIVE 1: FLY THROUGH THE FACTORY

This mission begins with you on a hijacked jet pack. The first room you fly into is a garage hous-

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ing several enemies, including a few that throw grenades. The machine gun is more than enough firepower to take them out. Shoot out the windows ahead to reach the next area, an L-shaped factory space. You can once again use the machine gun, and target explosive barrels (01) to take out enemies in bulk—including another enemy on a jet pack. Turning the corner, you will see your way blocked by enemies on two landing points, as well as a row of soldiers (including a rocket launcher) standing on a metal bridge. Target the explosive barrel on the bridge to take the whole structure down (02), then make quick work of the remaining enemies.





You can continue to fly around to find an electrified zone (03)—but don't fly through it at this time. Instead, land on the landing pad that leads to two unlocked doors (04). Get ready to dispatch more foes in the rooms behind these doors. One of these rooms contains a switch (05) that regulates the electrified zone—activate the switch to make the electrified zone flicker on and off.







Also in this room, look for ammunition and an air vent for a Q-Copter (06). Send the Q-Copter through the vent and explode it near the door lock to access this room (07). Take the jet pack and fly to the other landing pad. Inside the room are ammunition and an armor vest (08). A black file cabinet contains complex schematics (09).









Get back to the jet pack and strap it back on. You will be able to fly through the electrified zone without taking damage if you time your movement properly—fly into the zone immediately after the electricity turns off; once clear, turn left to find enemies alerted to your presence, including a jet-pack foe that fires rockets at you. Quickly dispatch them, and then find a landing point (10) nearby. Search this entire area (including the walkway you can reach via the stairs next to the landing point) to find more ammunition and an armor vest (11). Near that vest is a flashing red mark on the wall where you can place a bomb (12). Press and hold the action button while standing in front of that mark to place a bomb on the wall.

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OBJECTIVE 1
FLY THROUGH THE FACTORY
OBJECTIVE 2
INFILTRATE THE COMPLEX
OBJECTIVE 3
PLANT THREE BOMBS
OBJECTIVE 4
ESCAPE THROUGH THE WAREHOUSE


10


11


12

Also look for a gray suit atop some boxes in this area (13). Afterward, look for a door that leads outside the factory (14) to complete this objective.


13


14

OBJECTIVE 2: INFILTRATE THE COMPLEX

Upon leaving the factory, look carefully to find a box of ammo that's seemingly out of reach atop boxes in front of barrels. To get to it, climb up the stack of boxes to the right, then jump across to the other stack of boxes (15).

Head down the path to find guards to dispatch—they'll be patrolling the metal stairway ahead. If you can crouch and get to them while their backs are turned, you can aim for a grenade on one of the guards to take them both out quickly (16).


15


16

This stairway down leads to the complex. Look carefully through the fence to see guards huddled for warmth around a flaming barrel. Don't bother with the gate door—it's locked. Instead, head left of the gate door to find a box with an armor piercing rifle atop it (17). You can climb the boxes nearby to get over the fence.


17

Climbing to the top of these boxes will alert the troops, so either shoot a guard or two beforehand with the serum gun, or take cover behind the nearest barrel and jump from cover point to cover point before moving forward. Other tactical options include using a sniper rifle from afar (18) or crouching in front of the security gate for cover (19)—but watch out for grenades.


18


19

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Take cover behind the closest set of boxes to survey the exterior ahead. Make note of key enemy ambush points such as a balcony to the left of the building and a guard tower in the distance (20). The guard on the balcony is particularly tricky—move and use Bond Focus to get a good shooting angle on an arm barely exposed from the guard's hiding location (21). With a keen eye and the sniper rifle, it is possible to pick off guards in the guard tower from this far away! Even better, at closer range you can aim for explosive barrels below the guard tower (22) to take down the entire structure and earn a Bond Moment. Another option is to send a Q-Copter to explode those barrels.

20



21



22 BOND MOMENT



Crouch and run from one set of boxes to another, and take immediate action (find cover, acquire a target and dispatch it) when enemies fire on you. As you approach the guard-tower location, more enemies will rush out to greet you—be prepared to take cover and silence them. Once all enemies are subdued, scour the area for additional ammunition and an armor vest at the end of the dock (23), as well as to find a locked door that leads to an interior office (24). You will also find special ammunition at the base of the now-destroyed guard tower.

23



24



Atop the green truck near the guard tower is a yellow crane (25). Near the left side door are some levers you can use to move a heavy crate (26). Swing the crate left so that it slams into some boxes in its way (27). This causes a barrel to fall to the ground, creating a way for you to climb up to the balcony (28).

25



26

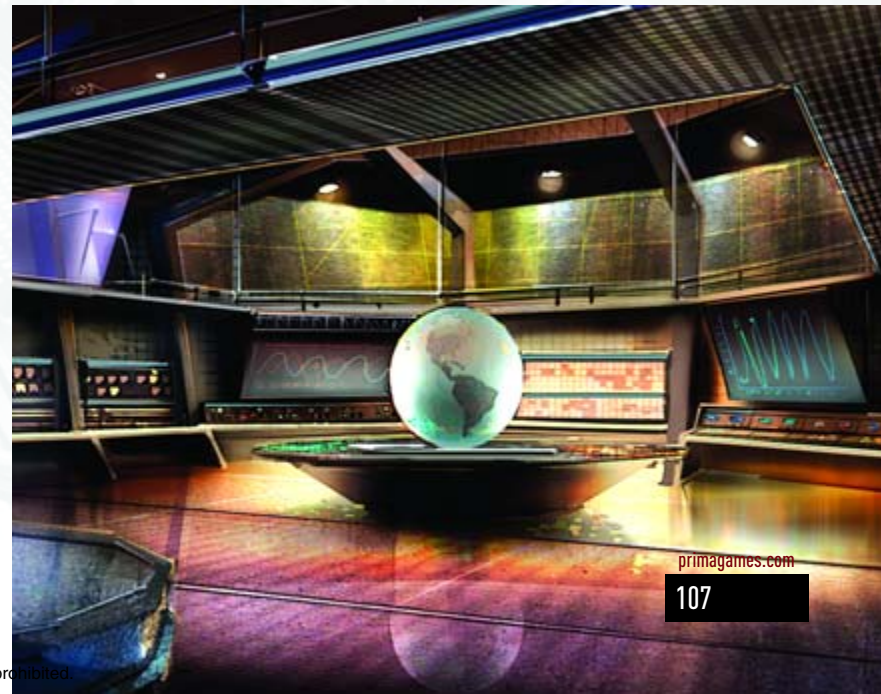


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28





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12 FACTORY

OBJECTIVE 1
FLY THROUGH THE FACTORY

OBJECTIVE 2
INFILTRATE THE COMPLEX

OBJECTIVE 3
PLANT THREE BOMBS

OBJECTIVE 4
ESCAPE THROUGH THE WAREHOUSE

This balcony leads to a series of small rooms that eventually end at a large warehouse (29). Look for some serum gun ammunition along the way—a subtle hint that you should try using it in the warehouse.

29



You will see at least four guards in the warehouse, including one directly below as you exit the door (30). Sneak down to find a suitable serum gun target (or two), and then watch the fun ensue while you remain safe behind wall cover. You can dispatch remaining enemies by conventional means.

30



When the coast is clear, head down the stairs to pick up items the fallen guards left behind. Look for a large wooden box to climb, which leads to a hidden area featuring special Wright Magnum ammunition and complex schematics on the floor (31). Also look for an armor vest in one corner near a large shelving unit (32). To the right of the box you can climb is another flashing red point (on wooden shelving) to plant a bomb at (33).

31



32



33



At one end of the warehouse is a room protected by bulletproof glass. However, someone was kind enough to leave some explosive barrels near the glass (34)—aim the laser watch at the barrels to gain access to the room. Near where the barrels stood is a file cabinet

34



35



36



37



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with simple schematics inside (35). Another file cabinet on the back wall contains an armor vest (36), and there's a factory key atop a control console (37).

Picking up the key triggers the arrival of enemy troops, so charge out of the room and take cover behind the middle row of wooden shelving to watch the stairs and ground for enemies to appear (38)—you may need to dash in the open to make them reveal their positions. After eliminating all the enemies, head back up the stairs and return to the balcony. Drop down and head to the locked doors near the pier (39). With the factory key, you can finally get inside the complex.





OBJECTIVE 3: PLANT THREE BOMBS

At this point, two of the three bombs should have been planted—one in the first factory area after you crossed the electrified zone, and one in the large warehouse area (if you missed a spot, you'll have to backtrack to complete this objective). However, if you have placed those two bombs, you can now enter the complex. Opening the door will trigger the appearance of enemies—take them out quickly and pick up an armor vest in one corner of the room (40). Also look for an attaché case on the wall next to the front desk (41)—another minigame for you to enjoy.





After exploring the area, look for a switch to open an elevator door (42). Get in the elevator and press a switch to head to an underground room filled with wall maps and computers. In one corner is a black file cabinet that contains simple schematics (43). A gray file cabinet opposite the elevator doors contains an armor vest (44). Finally, look for a switch on a desk (45). This activates a secret door that leads to a gigantic command center—and a fierce firefight will ensue as a meaty machine gunner and other guards appear.









Take cover behind the nearest wall corner (46). Take out the machine gunner by using the same techniques as in previous levels (use Bond Focus to aim at and shoot off the straps on the gunner's armored vest before shooting at him). If necessary, move to get good shooting angles on any guards on the balcony before running in to the room. Get ready to roll or move if you see any grenades coming your way.

Make a beeline for some standing cover to the left of the entrance (47). This will give you a good view of enemies on balconies who are shooting rockets and throwing grenades. Make the rocket launcher the top priority target—roll to avoid incoming missiles, then aim and fire at the rocket launcher with a long-range weapon.

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12 FACTORY

OBJECTIVE 1
FLY THROUGH THE FACTORY

OBJECTIVE 2
INFILTRATE THE COMPLEX

OBJECTIVE 3
PLANT THREE BOMBS

OBJECTIVE 4
ESCAPE THROUGH THE WAREHOUSE


46


47

Once the threat of enemy fire has dissipated, explore the command center. While searching a metal cabinet in a locker room, you can find some high-explosive rocket ammunition, and see an armor vest and ammunition behind glass (48)—shoot the glass to get the items on display.


48

For now, look for a switch underneath a control platform (49). It's actually an elevator switch that will get you to the balcony. Prepare for more enemy troops to stream in, including a rocket launcher all the way on the other side of the room. Take cover behind one of the metal-plated balcony railings (50) and dispatch all visible foes. You can take out the rocket launcher from long range before he can get a shot off.


49


50

Follow the balcony all the way to the end—it leads to a computer monitoring center. An armor vest lies next to a couch (51). Opposite that couch is a desk with a switch on it (52). Activate the switch to open a door on the lower level; the door leads to a data-storage room. Not surprisingly, this will trigger yet another wave of enemies. Like before, take cover behind one of the metal-plated balcony railings to dispatch all visible threats.


51


52

Heading back to the lower level activates a death machine (53). It shoots explosive grenades that can knock you off your feet and cause severe damage. It also has a nasty machine gun that will tear you up if you don't find cover quickly.


53

Using Bond Focus, you can see the machine's target points: its main satellite-shaped turret and explosive fuel canisters in the front and back (54). Bond can opt to take out the fuel canisters or shoot rockets at the turret—it'll take a number of hits to disable the machine. It's best to take cover

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and utilize special ammunition and other heavy weaponry to destroy this machine, and move only to avoid its grenade attack. Finally, don't forget about the items in the nearby first-floor locker room if you haven't picked them up already.



After the machine is destroyed, you will be free to enter the data-storage room on the first floor to find an armor vest, as well as a flashing red spot to plant the third bomb (55).



OBJECTIVE 4: ESCAPE THROUGH THE WAREHOUSE

Now that all three bombs are planted, collect any armor and ammunition pickups you need before backtracking to the warehouse (the big room you visited previously by moving a crane to gain access to it). Be aware that additional enemies will appear outside as well as in the warehouse, so take cover and dispatch these foes quickly. Once in the warehouse, look for a switch next to a gray garage door (56). This will trigger a cinema.









You will now be driving an OCTOPUS vehicle to escape the factory area—you'll have 1:40 to pull off the escape. The key is to not lose speed by crashing into anything. Blow up any red fuel tanks in your path so that the car does not sustain damage (57)—you will see three such obstacles during your escape. When you appear to hit a dead end, look for an alternate route, such as a sharp turn disguised by road blocks (58) or a ramp to jump on top of some stationary train cars (59). Since there's only one way out, don't worry about shortcuts—focus on driving without hitting anything that might slow the car down. You should be able to escape with roughly 10 seconds to spare.

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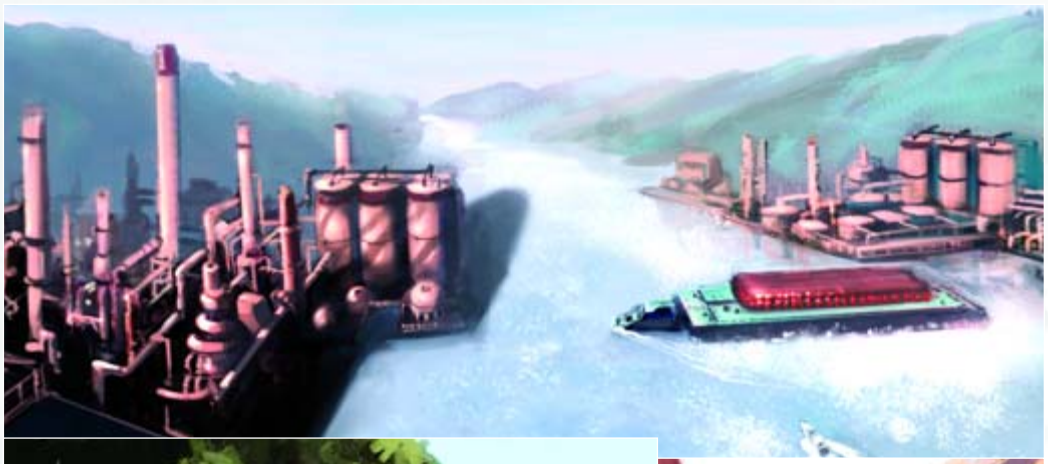
MISSION 13

BORDER













SEE MAP ON PAGE 040



BOND MOMENT

Enter the pillbox using a Q-Copter to unlock its door.

KEY ITEMS

- 2 Schematics
- Attaché Case Minigame

TARGET TIME

18:00

TARGET DISPATCHES

80

MISSION OVERVIEW

With the Lektor back in Bond's possession, Bond and Tatiana must escape the clutches of OCTOPUS. With the roads crawling with OCTOPUS vehicles, the only way to escape is by boat. However, the seas may not be friendly either....

Since much of your mission time is fixed (meaning the driving and boating sections take up a certain portion of the time limit), there are only a few shortcuts for beating the target time. Try to rush through the on-foot areas, use the armor piercing rifle to quickly dispatch shield-toting enemies, and use Bond Focus to aim at the grenades worn by soldiers. When Bond is at the dock to lower the boat, using the serum gun on a soldier will buy valuable time so he can focus on using the control panel. Also, skip the pill-box Bond Moment to shave off a little extra time.

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MISSION START

OBJECTIVE 1: FIND THE DOCK KEY

When the mission begins, drive ahead to get onto the road, dispatching enemies en route. As you approach a bridge that a helicopter destroys (01), make sure you have enough speed to jump the chasm. You will eventually drive into a town that you must zigzag through (02). After driving through a wooden gate, you'll encounter another helicopter (03). Hit the helicopter with a barrage of missiles to continue on safely.

01



02



03



04



Following the helicopter, make sure you have enough speed to go over a second destroyed bridge (04). You'll eventually reach a dead end courtesy of a locked fence blocking the road.

Park the car and get out. You'll see a wooden pier that leads to a building in the distance. Wooden boxes on the pier serve as cover points that you must use as enemies appear, including a nasty rocket-firing foe atop a tower (05). You must dispatch enemies as you see them, moving—or rolling—only to avoid rocket fire (the whistling sound of a rocket means it's time to move). This is a good time to employ a heavy-duty weapon and/or grenades to quickly dispatch foes so that you can focus on the rocket-firing enemy. Another tactic is to use the sniper rifle to shoot this enemy from afar. (With the sniper rifle, you'll need to walk onto the wooden pier to get a better shooting angle on that rocket-launching enemy.)

05



DID YOU KNOW?



If you have any rockets, a time-saving option for dispatching the rocket-firing enemy is to get a quick shot in with the bazooka. Roll to avoid any incoming rockets, then aim and fire immediately. You'll know you were successful if the rockets stop coming!

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OBJECTIVE 1
FIND THE DOCK KEY

OBJECTIVE 2
REACH THE DOCKS

OBJECTIVE 3
COMMANDEER A PATROL BOAT

OBJECTIVE 4
GET TO THE BORDER

OBJECTIVE 5
DESTROY THE ASSAULT BOAT

It is absolutely vital that you don't stay in one place for long when rockets and/or grenades are a threat. Hop from box to box, remaining crouched to scan the area ahead for enemy troops—including some protected by shields (06). You will have to use grenades, the armor piercing rifle, or Bond Focus to hit these enemies from long range as they poke their heads out from behind their shields.

06



Upon reaching the building (07), explore the nearby area of boxes to find a medium armor vest (08) and plenty of ammunition. A light armor vest sits in front of the boarded-up door (09), while simple schematics can be found on the ground behind the building (10).

07



08



09



10



Gather up all the pickups you need before entering a shack to the right of the building (11). This shack contains a dock key next to a life preserver (12). Grabbing the key will trigger the arrival of more enemies.

11



12



OBJECTIVE 2: REACH THE DOCKS

Run back to the car, dispatching shield-toting enemies along the way (13). If time is a concern, try using the armor piercing rifle to quickly charge past the shielded soldiers.

13



Just where are the docks? You will have to backtrack all the way to where you and Tatiana started the mission. On the way, additional enemy vehicles and helicopters will appear in an effort to thwart your progress (14). Once again, make sure you have enough speed to fly over the two gaps in the road. When you reach the town, look for a ramp shortcut (15) that will get you through that area quickly.

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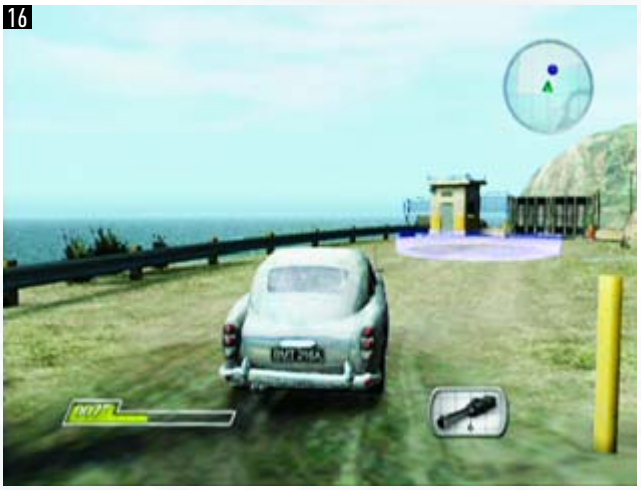


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14


15

When you reach the place where you started the mission, slow down to dispatch any remaining cars and helicopters in front of you. Turn left to reveal a glowing spot where you can park (16).


16

OBJECTIVE 3: COMMANDEER A PATROL BOAT

Once you're on foot, open a door that leads to the next area. For this objective, you must protect Tatiana from enemy fire—a fairly easy task as long as you don't push too far forward too quickly.

Before heading out, crouch and use Bond Focus to see an enemy inside a well-fortified pillbox (17). Target this enemy from afar to play it safe. Take cover behind the nearest set of boxes to dispatch the remaining foes. You can then send out a Q-Copter to disable the lock on the pillbox door (18). Upon entering the pillbox, you will earn a Bond Moment for your trouble, as well as access to the machine gun inside. (To save time, you can bypass the pillbox.)


17



18

As you approach the now-empty pillbox, more shield-toting soldiers will appear (19). Dispatch them all (the machine gun in the pillbox is highly effective for this task) before moving ahead. As you near the patrol boat building, look for complex schematics atop some boxes (20). Also look for an attaché case on the ground behind some boxes (21).


19


20


21

Upon entering the patrol boat building, you will see more enemies pop up and take cover behind boxes—a well-thrown grenade can take care of these guys. They will throw grenades back at you, though, so be ready to move from box to box. Look for a control switch that will lower the boat into the water (22). Not surprisingly, hitting this switch prompts enemies to come out of a door to the side (it may be a good

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OBJECTIVE 1
FIND THE DOCK KEY

OBJECTIVE 2
REACH THE DOCKS

OBJECTIVE 3
COMMANDEER A PATROL BOAT

OBJECTIVE 4
GET TO THE BORDER

OBJECTIVE 5
DESTROY THE ASSAULT BOAT

idea to tilt the camera angle to watch the door while you are using the control panel). A good time saving tactic—assuming you have some serum gun ammunition left—is to shoot one enemy, then return to moving the boat in the water (23). As the soldiers fight amongst themselves, you will have more time to hold on to the control switch. Let go of the controls only when the serum-afflicted soldier revives, then shoot him again to stun him. A cinema will kick in when you get the boat into the water.

22



23



OBJECTIVE 4: GET TO THE BORDER

From here, you'll man a machine gun as Tatiana pilots the patrol boat. It'll be fairly clear right off the bat that Tatiana is not a skilled boat pilot. She has a tendency to speed up, slow down, and make crazy U-turns at the most inopportune times. As a result, you should worry less about watching where she is driving and concentrate more on finding targets to shoot. Tatiana will give you audio clues when she sees approaching enemies, so listen to her carefully. You have the ability to zoom in on targets, but you probably won't want to, because you can move the gun sight much faster when you aren't zoomed in—much more effective for dealing with fast-approaching threats. As in the Underground boat level, there is no magic strategy here; simply destroy enemies first before they can destroy you!

Be prepared to enter a very "target rich" environment. Instead of trying to give a concise play-by-play of what you'll have to deal with here, we'll merely cover what you should keep an eye out for:

The most damaging items in this part of the mission are underwater mines (24), which you will encounter at various points through the level. It is absolutely imperative that you shoot and destroy these mines before Tatiana collides with them—a good audio clue that mines are ahead is when Tatiana says, "Brace for impact!"

24



Helicopters are perhaps the first targets (25) you should dispatch, since their missiles are damaging, and—unlike tanks—they keep moving around, making them more difficult to take out. You'll see helicopters mainly in the second wide-open lake area, and you must destroy them all before moving ahead.

25



Attack boats are a close second on the target preference list (26), since—if they're allowed to linger and pursue you—their machine guns will do damage over time. Attack boats sometimes come from behind, so

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listen to Tatiana or turn around if you start taking machine gun damage. When you reach the first wide-open lake area after passing under a series of bridges, expect to find a lot of attack boats. Again, you'll have to destroy them all before you and Tatiana can leave.



You'll find tanks on bridges and parked along seaside roads (27). It is crucial that you destroy these before they can cause too much damage to your boat.



Any time you see seaside buildings (28)—especially those with explosive fuel pumps—expect rocket-firing enemies to appear on them. To be safe, annihilate every building you see and worry about any enemies that survive later.



Even when firing rockets, soldiers are usually more of a distraction than a threat (29), but they're worthwhile targets if you are trying to earn the dispatches target award. However, ignore these guys if there are "bigger fish to fry."



DID YOU KNOW?

Bond can tell whether a tank has been destroyed by aiming at it; if the aiming point stays white in color, that means the tank is a scrap heap.

At various points during the boat trip, Tatiana will circle around an area (such as a lake) so that you have more time to take care of foes. Once you dispatch a given number of enemies, she will move

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OBJECTIVE 1
FIND THE DOCK KEY

OBJECTIVE 2
REACH THE DOCKS

OBJECTIVE 3
COMMANDEER A PATROL BOAT

OBJECTIVE 4
GET TO THE BORDER

OBJECTIVE 5
DESTROY THE ASSAULT BOAT

ahead. In the meantime, enjoy her wild boat ride and keep shooting anything that looks unfriendly!

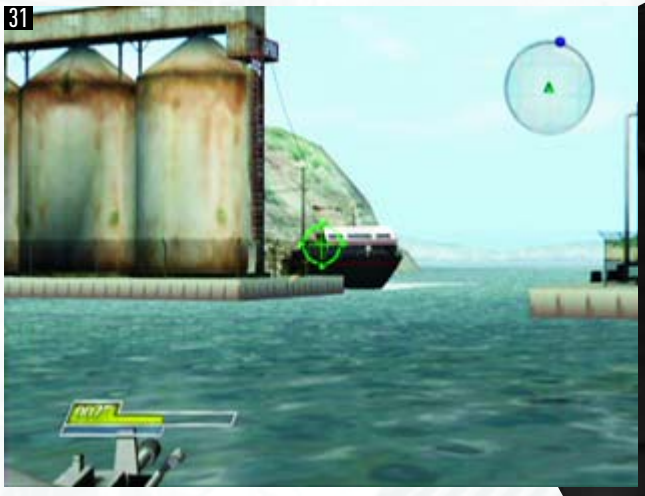
OBJECTIVE 5: DESTROY THE ASSAULT BOAT

You will know that you're near the end of the mission when you see a large waterfront factory in the distance (30). Look for an assault boat that approaches from behind the factory to attack you (31). The assault boat arrives with machine guns blazing.

30



31



Immediately pour all your ammunition into this boat—and keep your aim steady! It is critical to get as many hits on this boat as you can as it moves through the water (32). You will complete the mission if you can survive long enough to destroy the assault boat.

32





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OCTOPUS BASE

14
MISSION







SEE MAP ON PAGE 041







MISSION OVERVIEW

The movie version of *From Russia with Love* ends in Venice, but the video game (not including the secret missions) ends at OCTOPUS Base. In true Bond-villain fashion, this nefarious organization has threatened to unleash a nuclear missile on London. It's up to Bond to infiltrate their secret island headquarters, sabotage the missile, and deal with OCTOPUS' top henchmen (and henchwoman) once and for all....

Before starting this mission, it's important to use all of Bond's Research Points to upgrade his most powerful weapons. Extra ammunition and extra special ammunition for Bond's targetable weapons are particularly crucial.

Tips for beating the target time include bypassing the Bond Moment room in the missile silo and using the armor piercing rifle to dispatch machine gunners and shield-toting ene-

BOND MOMENT

Enter the secret room in the missile silo using a Q-Copter to destroy the door lock. You may need to shoot a window so the Q-Copter can reach this room.

KEY ITEMS

- 4 Schematics
- Attaché Case Minigame

TARGET TIME

18:00

TARGET DISPATCHES

70



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OBJECTIVE 1
INFILTRATE THE BASE
OBJECTIVE 2
DISARM THE WARHEAD
OBJECTIVE 3
PLANT BOMB ON THE FUEL INTAKE
OBJECTIVE 4
ESCAPE
OBJECTIVE 5
DEFEAT RED GRANT

mies quickly. Otherwise, it'll take skill and nerve to press ahead aggressively without relying heavily on cover.

MISSION START

OBJECTIVE 1: INFILTRATE THE BASE

The mission begins at the OCTOPUS Base entrance, where—oddly enough—someone has left plenty of ammunition for you to pick up. When you enter, grab some wall cover before turning left to see a guard patrolling nearby on a metal walkway (01). He's not the only guard around; another guard will appear on the far walkway if you wait long enough to witness their patrol patterns.

Take out all the guards on the walkway, then focus attention on a tram station control room behind a locked door (02). Fortunately, there's an open air vent big enough for a Q-Copter to fly through (03). A guard will likely shoot the Q-Copter down, but the door lock is very near the vent, so the resulting explosion should unlock the door. Before entering the control room, search the rest of the walkway for additional ammunition.

DID YOU KNOW?

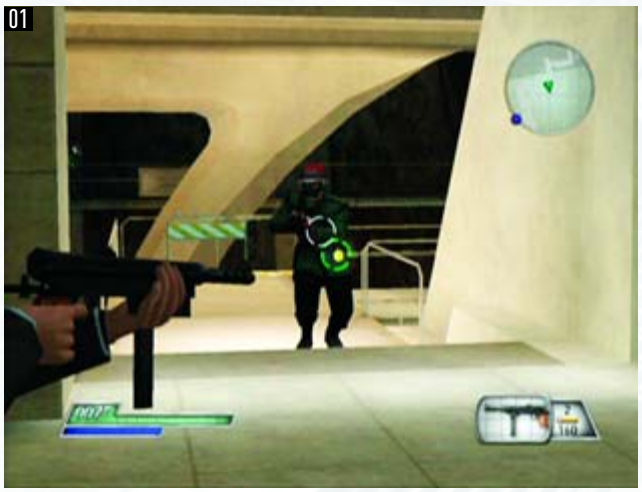
There's an alternate solution to getting into the control room. Use the laser watch to aim at and destroy the door lock.



Enter the control room to find ammunition as well as a light armor vest (04). Look for a switch on one of the consoles (05) that operates the tram—this is your transportation to the base. Immediately run out and take cover behind the metal-covered walkway in front of the tram track (06) as enemies converge on your position. Take down all your foes, then pick up any remaining armor vests and ammunition before boarding the tram.


04


05


01


06


02


03

Upon boarding the tram, note that there is no place to take cover from enemy fire, so it may be an opportune time to switch to special ammunition. The key to surviving the tram is dispatching enemies quickly

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before they have time to hurt you. Press the switch in one corner of the tram to get it moving. Fast-knockdown weapons such as the Wright Magnum, as well as long-range hitters such as the assault rifle, are ideal here. Press the target button repeatedly to find targets in the distance (07), then use Bond Focus to take them out by aiming for heads (or grenades, when applicable). During lulls in the action, press the action button to manually reload so that you don't run out of ammunition during a fight. Repeat this technique until you reach the end of the tram ride.

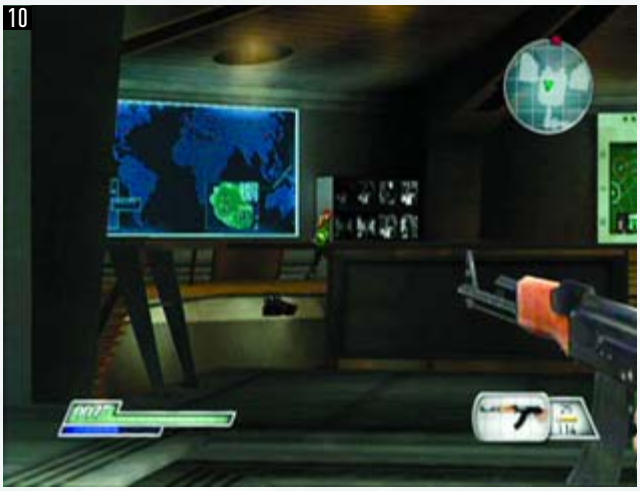

07

OBJECTIVE 2: DISARM THE WARHEAD

Exit the tram and open the door to reach the next area—a giant control room. Behind the front desk is a medium armor vest (08). Take wall cover behind the gray video console and look left to the room ahead (09). Looking carefully, you will see a guard patrolling in the distance (10)—use Bond Focus to take him out with a long-range shot.


08


09


10

Neutralizing this guard will mobilize the enemy troops, so prepare for a firefight and some incoming grenades. Before running to the platforms ahead, note the doors to the left and right of the video console. Run inside the room to the left and dispatch the guard inside, then get ready just in case the guard from the other room (the one on the right) runs in. Searching a gray file cabinet next to a map (11) will yield some special ammunition. The room to the right also features a gray file cabinet that contains special ammunition (12).


11


12

DID YOU KNOW?

You can dispatch enemies from the rooms to the left and right; shoot out the glass windows to aim at enemies on the opposite balcony.

WARNING

It may be a good idea to leave the ammunition found in the left or right rooms, just in case you need it more later.

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14 OCTOPUS BASE

OBJECTIVE 1
INFILTRATE THE BASE

OBJECTIVE 2
DISARM THE WARHEAD

OBJECTIVE 3
PLANT BOMB ON THE FUEL INTAKE

OBJECTIVE 4
ESCAPE

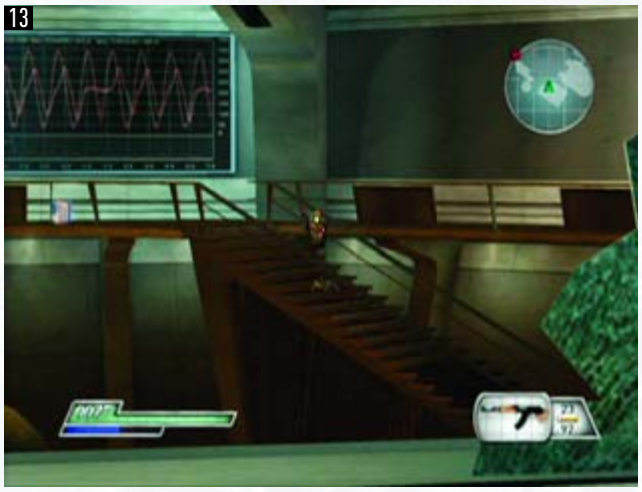
OBJECTIVE 5
DEFEAT RED GRANT

Return to the main room, taking cover behind either the left or right balcony (13) to eliminate any enemies below—including OCTOPUS robots guarding the floor. Standard combat rules apply: head shots make quick work of them.

Look for a rappel point down to the lower level (14). Upon hitting the ground, enemy troops will stream down the stairs to the left and right. Duck behind a nearby box before dispatching the guards coming down the stairs.

When all enemy fire subsides, explore the narrow second-floor walkways accessible from the stairs to the left and right. Each leads to a door; the one on the left leads to a small room with some ammunition and schematics (15).

13



14



15



Next, visit the center door on the lower level (16). Behind this door are OCTOPUS soldiers—including one with a jet pack—which you must take out immediately. Roll forward on the metal platform to avoid any missiles. Once these enemies are gone, you can access a circular control panel (17) in the middle of this cavernous room. This swings the metal bridge around to the other door.

16



17



This door leads to the missile silo. Upon walking in, you will see some ammunition to the right, a rappel point to the left (18), and some rappelling enemy soldiers that require neutralization. Rappel up to the next walkway and immediately crouch behind the nearest box for cover (19). You'll see guards, including one behind a window.

18



19



If the windows to the nearby room are still intact, shoot one of them out so you can fly in a Q-Copter to destroy the door lock (20). Enter the nearby automatic door to enter this locked room and earn a Bond Moment. Inside, you will find numerous goodies, including an armor vest (21), an attaché case minigame (22), complex schematics (on the floor in front of a map) (23), and special ammunition.

20 BOND MOMENT



21



22



23



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Next, run out to the missile and look for the warhead that you must disarm (24). After disarming it, immediately turn left toward the door to see a guard pop up and try to surprise you (25). Spoil his surprise by shooting him—repeatedly.





DID YOU KNOW?

If you're looking for something leisurely to do here, shoot out the windows of all the rooms so a Q-Copter can go in and explore. The Q-Copter can navigate the whole room and see additional rappel points that you will access later.

OBJECTIVE 3: PLANT BOMB ON THE FUEL INTAKE

After visiting the missile silo, backtrack to the room with the moving bridge—and expect to see another enemy here. When you return to the large room with the silver ball in the middle, be ready for a fierce firefight with little cover to hide behind. Your best bet is to charge up one of the staircases and fight your way to cover (26) before dispatching any remaining enemies.



WARNING

From this point on, it may be a good idea to leave armor vests not left by enemies behind for now—just in case you need them on the way out of the base....

Eventually, you will need to take the staircase that leads to a hallway you have not explored yet. The upper-level walkway of this staircase features some ammunition and an armor vest at one end (27).

The door ahead leads to a corridor guarded by more OCTOPUS robots (28). Take cover (either behind a wall or a box) to dispatch them quickly, then head out to the next room. This room features a gigantic runway that you can see from above as you cross a metal bridge—it's safe to assume this area will be important later in the mission.





The next room features a cavern and metal walkways patrolled by guards who rush in as you open the door. Dispatch them quickly, then pick up simple schematics lying atop a security desk (29).



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14 OCTOPUS BASE

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INFILTRATE THE BASE

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OBJECTIVE 5
DEFEAT RED GRANT

As you run down the stairs, a door to the left will open and a nasty machinegun-wielding bad guy will emerge. High tail it back to a safe cover point behind a metal-covered walkway (30), then wait for the goon to approach. Equip a long-range weapon and use Bond Focus as soon as you can to dispatch this foe (31). (Target both his vest straps to render him vulnerable to your bullets.) A time-saving option is to use the armor piercing rifle and rush him instead. The room at the bottom of the staircase contains an armor vest (32).

30



31



32



Look for an exit that leads back to the runway. This time, you will have access to a jet pack (33). Upon lifting off, you'll be confronted by Eva (flying a jet) and numerous soldiers on foot. The deadliest threats to you are Eva's homing missiles (34), which come in salvos. You can avoid getting hit by standing still to let the missiles track you, then using the dodge button at the last possible moment to quickly avoid them (35). Note that if you dodge prematurely, the missiles may still be able to track you.

33



34



35



Use the dodge button repeatedly as each pair of missiles approaches you. A good rule of thumb is to dodge in the direction the missiles are coming from. For instance, if they're coming from the left, dodge left. Continue alternating your dodges left and right to make sure you have enough room to avoid the next salvo. (If you try to dodge into a wall, the missiles will damage you.) It's important that you preserve as much health as possible when using the jet pack, because you'll need to reuse it later in the mission.

Use the machine gun to dispatch all the enemies on the ground before attempting to wipe out Eva (36). Target them with the machine gun while avoiding Eva's missiles, that is! When it's down to just Eva and you, lock on to her jet and shoot missiles and/or machine gun rounds until her health is history (37). A cinema will occur shortly after you destroy her.

36



37



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DID YOU KNOW?

You can collect items left by enemy soldiers while using the jet pack, but these items won't register until you're on foot again. (Sadly, picking up armor vests won't replenish your jet pack health.)

After you turn your encounter with Eva into a "smashing success," find another landing point to continue on foot (38). Enter the next area and quickly crouch behind the nearest box (39), as additional enemies appear here and in the room directly ahead. These enemies include shield-toting guards that can be easily dispatched with the armor piercing rifle. Since serum gun ammunition can be found in the room ahead (40), using the serum gun is another option here. You'll also find an armor vest next to an OCTOPUS data recorder (41).









Look for a door that leads to stairs leading up—and expect an enemy at the top waiting for you. Finish him off, then head through a short hallway to return to the missile silo area (42).



Look for complex schematics immediately to the left of the entrance (43). As you approach the windows, additional enemies appear on nearby balconies and rooms; they'll shoot and/or throw grenades to ruin your day. Dispatch any threats, then look for a rappel point down (44). This leads to a series of additional rappel points (45) that will eventually get you to the missile's fuel intake—and a nearby armor vest (46). Plant the bomb to complete this objective.









OBJECTIVE 4: ESCAPE

You will now have to fight your way out of the OCTOPUS Base. Immediately dispatch a foe that appears after planting the bomb, then head through the door he came through. This leads to stairs and a hallway filled with more enemies (47). Rappel back up to

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OBJECTIVE 1
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OBJECTIVE 2
DISARM THE WARHEAD

OBJECTIVE 3
PLANT BOMB ON THE FUEL INTAKE

OBJECTIVE 4
ESCAPE

OBJECTIVE 5
DEFEAT RED GRANT

the room you originally came from, then backtrack to the jet pack landing point, dispatching all enemies along the way. Be aware that you will run into a shield-toting guard in the control room nearest the landing point.

Return to the runway with the jet pack and dispatch the soldiers on foot that appear behind boxes and atop the walkway ahead (48). Calmly avoid any incoming grenades and silence your enemies one by one with the machine gun. Once the path is clear, fly to the other landing point.


47


48

Once you reach the staircase, look for more enemies, including a machine gunner approaching from the top of the stairs (49). If you have armor piercing rifle ammunition left, this would be a good time to use it. Otherwise, take cover and dispatch him the old-fashioned way—by targeting his armor straps.

In the next room, look for one final OCTOPUS robot. When you reach the room with the giant ball in the middle, pick up any ammunition and vests remaining here before rappelling back up to the main level (50).


49


50

OBJECTIVE 5: DEFEAT RED GRANT

Just when you thought it was safe to leave, Red Grant appears once again to spoil your party. This time, Grant is at the helm of a wicked-looking spider machine that has weapons mounted on each of its "legs" (51).


51

The key to your survival is to find a cover point that protects you from the machine's machine gun fire—and the deadly laser that shoots from underneath its cockpit. There are several options, such as crouching near a soon-to-be-broken window that faces the machine (52). Your only fears from this cover point are any grenades that may be shot into the room (53). Note that it is possible to position yourself a little farther back from the corner while still hugging the wall (54). If you do this, grenades aimed at you will hit a wall instead of flying into the room you're hiding in.


52

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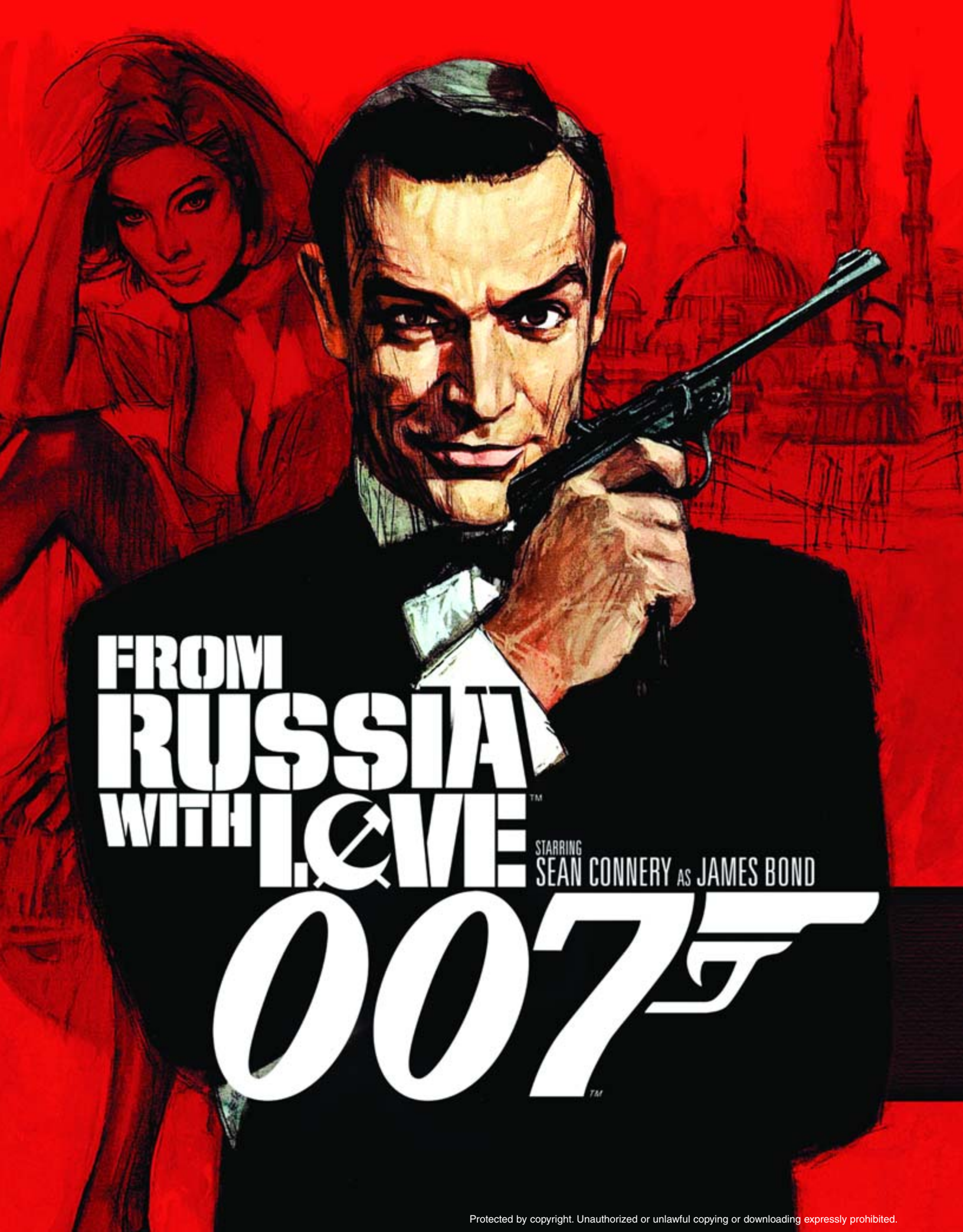

56



When the laser is about to turn off, there'll be a brief pause before the weaponry cycles through again. This is when you must strike. Immediately stand, leave your cover point, and press the target button repeatedly to select the cockpit Grant is in (55). With the cockpit targeted, use Bond Focus to find some red exhaust vents to target (56). Equip your most powerful weapon and ammunition (the armor piercing rifle or assault rifle with special ammunition, preferably) and shoot the vents until they close. Quickly return to cover and sit tight for the next attack opportunity. If you happen to run out of ammunition, you will have to run out of the room and look for additional clips near the rappel point, or in the rooms adjacent to the rappel point.

A cinema will kick in once Grant's machine dies. When that happens, congratulate Bond (and yourself) for saving the world once again!

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SINGLE-PLAYER

SECRET MISSION WALKTHROUGHS

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- Attaché Case
- Bond Moment
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- Q-Armor
- Q-Copter Hole
- Schematics
- A Map Connectors
- 01 Screenshot Location

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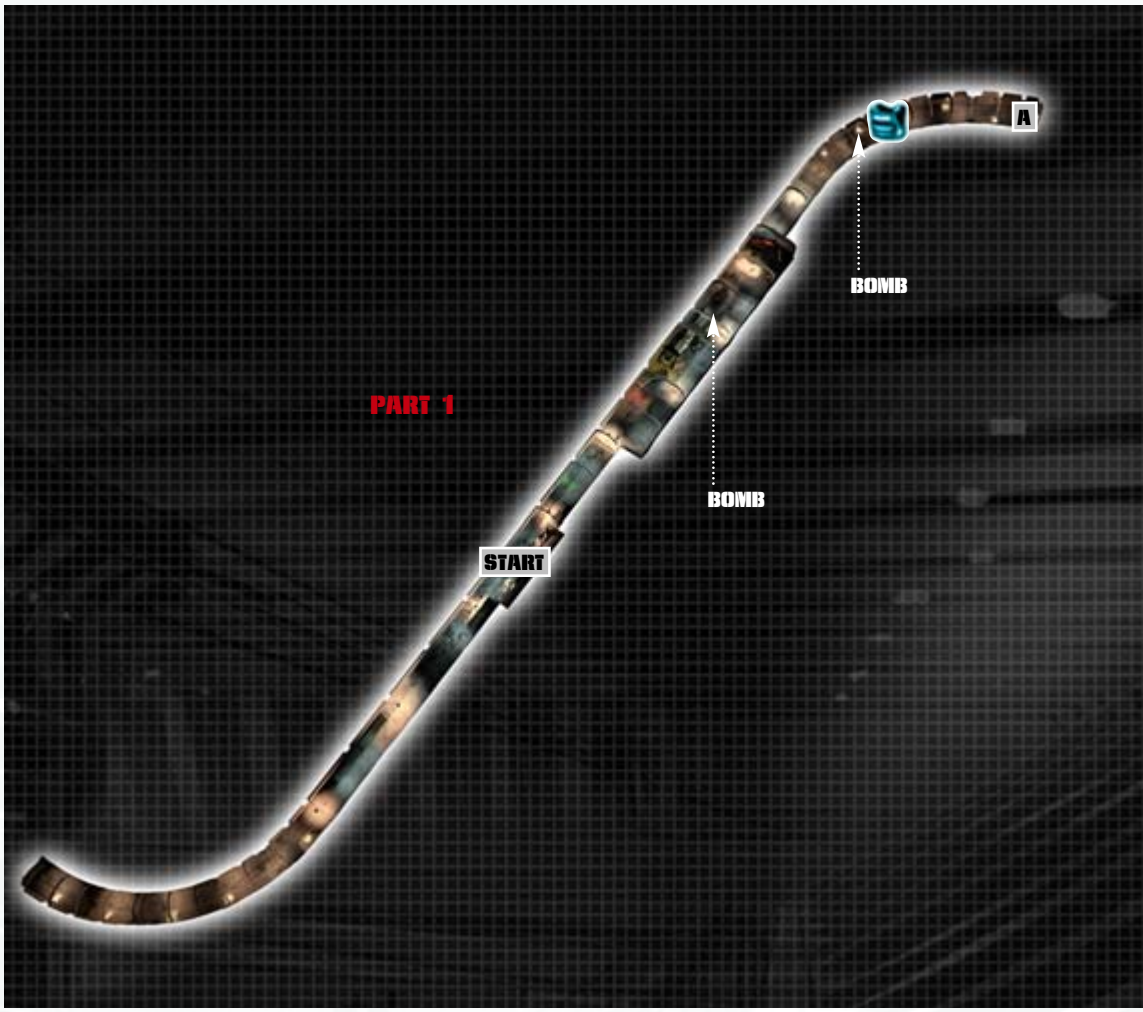
01
SECRET

TUNNELS











BOND MOMENT

Dispatch the machine-gun commandos encountered in the tunnels. Both are in the area where the tunnels branch into two paths (the commandos are on the right path).

KEY ITEMS


1 Schematic

TARGET TIME

8:00

TARGET DISPATCHES

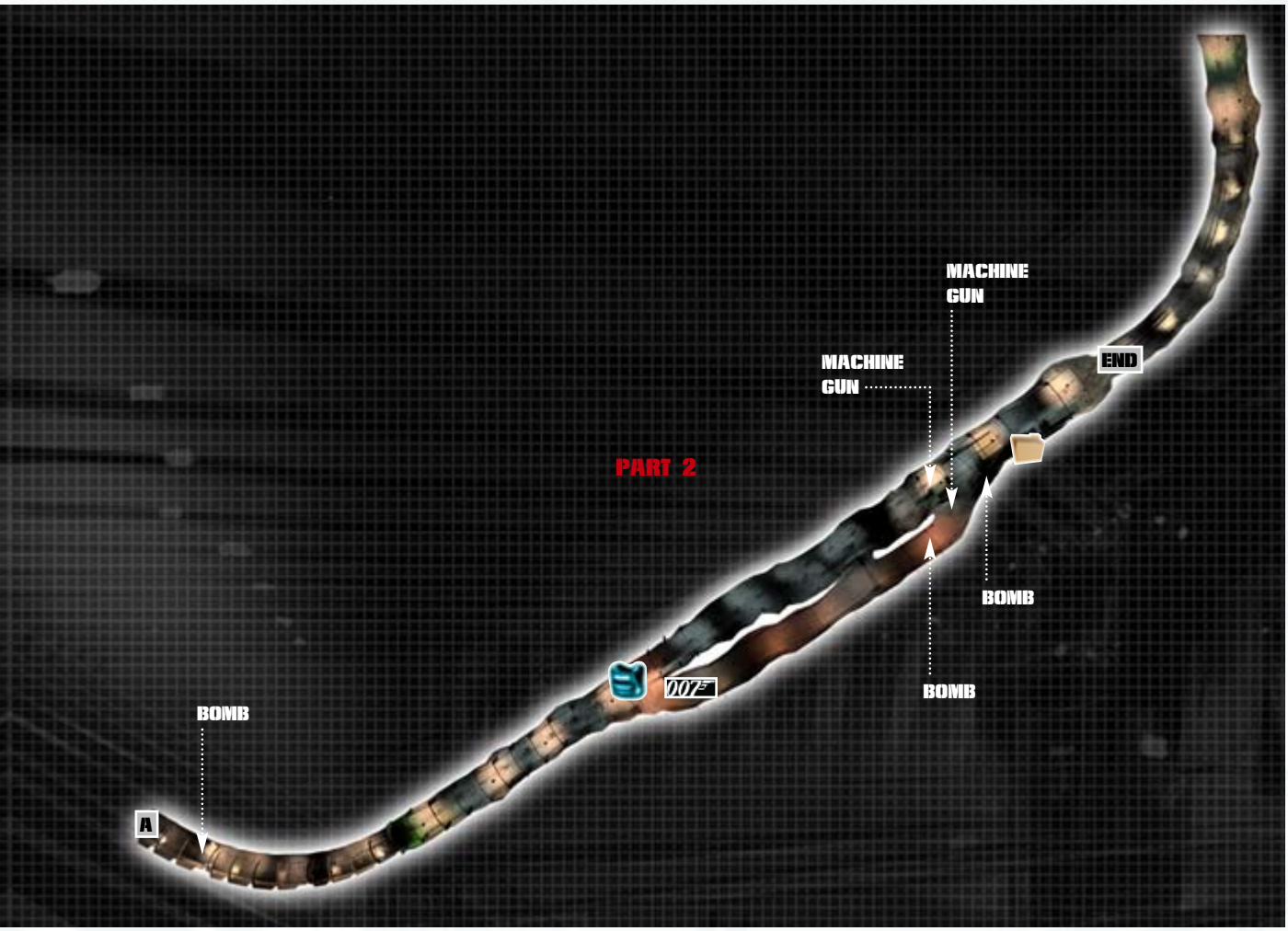
36

MISSION OVERVIEW

This extra mission is unlocked after earning 10 awards. These tunnels (actually part of the Factory mission) are filled with deadly enemies, and it's Bond's job to find and disarm all the bombs in the tunnel. There's a 10-minute time limit to complete this mission, and it'll be difficult because Bond will start with just the silenced PP7.

There are no shortcuts to beating the time target other than dispatching enemies fast and in bulk by targeting grenades and explosive fuel barrels. Judicious use of the bazooka also is a great time-saver when dealing with shield-toting enemies.

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MISSION START

OBJECTIVE 1: DISARM THE BOMBS WITHIN THE TIME LIMIT

You can crouch and immediately stealth attack the first guard directly ahead, then move to find additional enemies down the tunnel. There won't be much cover to hide behind, so target the explosive barrels or the large explosive red tank near stationary enemies to quickly silence them (01). It's essential to pick up any weapons found on the ground as you progress such as the assault rifle found in this area.

Look for the first bomb location behind one of the train cars (02) (you'll have to turn around to see it). Press and hold down the action button to disarm the bomb. Afterward, run down a long narrow path between the train cars and the well to find grenades and more ammunition. If you haven't done so already, shoot and destroy the large red tank to continue down the tunnel.





WARNING

Run through the flames because Bond will take damage from them as he passes through.

Bond will run into a wooden gate that can be destroyed with a gun bullet (just press the fire button

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OBJECTIVE 1
DISARM THE BOMBS WITHIN THE TIME LIMIT

in the general direction of the gate—you won't be able to target lock the gate). Past this point will be three more soldiers. Dispatch the nearest enemy to focus on the two rocket launchers. Roll left or right as the rockets approach, and then eliminate these enemies from long-range.

Look for the second bomb location on the left tunnel wall nearby, right next to an armor vest (03). After disarming that bomb, look on the ground for a bazooka left by one of the dispatched rocket launchers, and then press ahead to find another squad of soldiers. Take wall cover behind the nearest tunnel support archway (04). Ignore the soldiers shooting shotguns and use Bond Focus on the other enemies to shoot their grenades off and efficiently wipe out the squad.


03


04

Look for the third bomb location behind some boxes (05)—if the boxes are not destroyed, Bond may have to destroy them with a grenade or rocket to get to the bomb.

Moving ahead down the tunnel, you will encounter three more enemies—one with a grenade and two hiding behind shields. Take wall cover behind the nearest tunnel support archway and use Bond Focus to shoot off the grenade off one enemy (06). The resulting explosion will take care of all three foes.


05


06

Look for another wooden gate to shoot and destroy. In the next tunnel area, you will see enemies approach from the front and back. Instead of charging ahead, turn around and backtrack to the soldiers coming from behind (07)—again, using Bond Focus to shoot grenades off of enemies is a smart idea.



07

DID YOU KNOW?

An expert move to pull off in this area is to run forward but turn the camera angle so you can see behind you. That way, you'll immediately know when enemies appear from behind.

Quickly dispatch the soldiers behind you, so when you turn forward again, you'll be ready for approaching enemies from the front. Be wary of one with a bazooka.

Once the coast is clear, head down to find that the path branches in two: The left path offers an armor vest in clear view (08), but it also gives a machine gunner in the distance a clear shot at you, so it's best to head right (save the vest for later if at all possible).

Carefully push ahead down the right-side path. If you look carefully in the distance, you'll see more enemies including a machine gunner. If you have found a sniper rifle, bazooka or assault rifle, it'll be possible to dispatch all these enemies from long range before continuing ahead (09).

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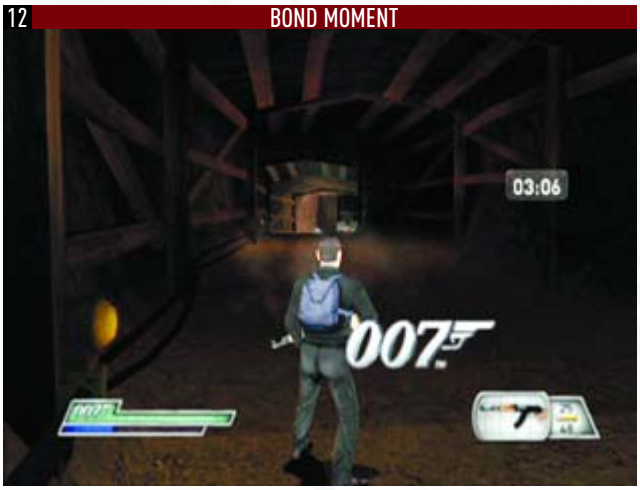


At the end of the right-side path is a machine gun post to man. You'll need this machine gun to dispatch the wave of enemies that appear (10). Start with the other machine gunner before targeting the rocket-launching and grenade-throwing enemies. Once all threats have been neutralized, look for a fourth bomb location nearby (11).





Bond will not be able to jump down from the machine gun post, so instead he must backtrack all the way to the point where the path originally branched in two. On the way back, keep your eyes peeled for a second machine gunner (12). Again, use any remaining sniper rifle ammunition and other heavy weaponry to take this gunner out—dispatching both machine-gun commandoes will result in a Bond Moment.



Returning to the left path, Bond will encounter more shotgun- and shield-toting enemies: Since there's no cover to be had, quickly dispatch them with a bazooka or grenade (13). Continue down the left-hand path to discover another squad of soldiers, including a rocket launcher. The tactics remain the same since there's no cover to be had: Shoot off the grenades, and then roll to avoid the rockets.

Upon reaching the machine gun post on the train car, you will see additional soldiers appear where the right path had ended (14). You can opt to man the machine gun post to mow these enemies down, or you can use the weapons in your arsenal. In either case, once they're silenced you'll be free to discover some schematics on the floor (15). They'll be lying next to the fifth and final bomb location (16). Disarm all the bombs within the time limit to complete this mission.









DID YOU KNOW?

When dealing with proficient grenade-throwing enemies, a sly tactic is to run toward wall cover you don't plan to use to trick the enemy into throwing there, then making a quick turn toward where you really want to take wall cover. For instance, when approaching a tunnel archway where you can take cover either to the left or right, run toward the side that offers the worst firing angle so that a grenade heads toward that side. Once it's thrown, immediately head to the other side to take wall cover safely.

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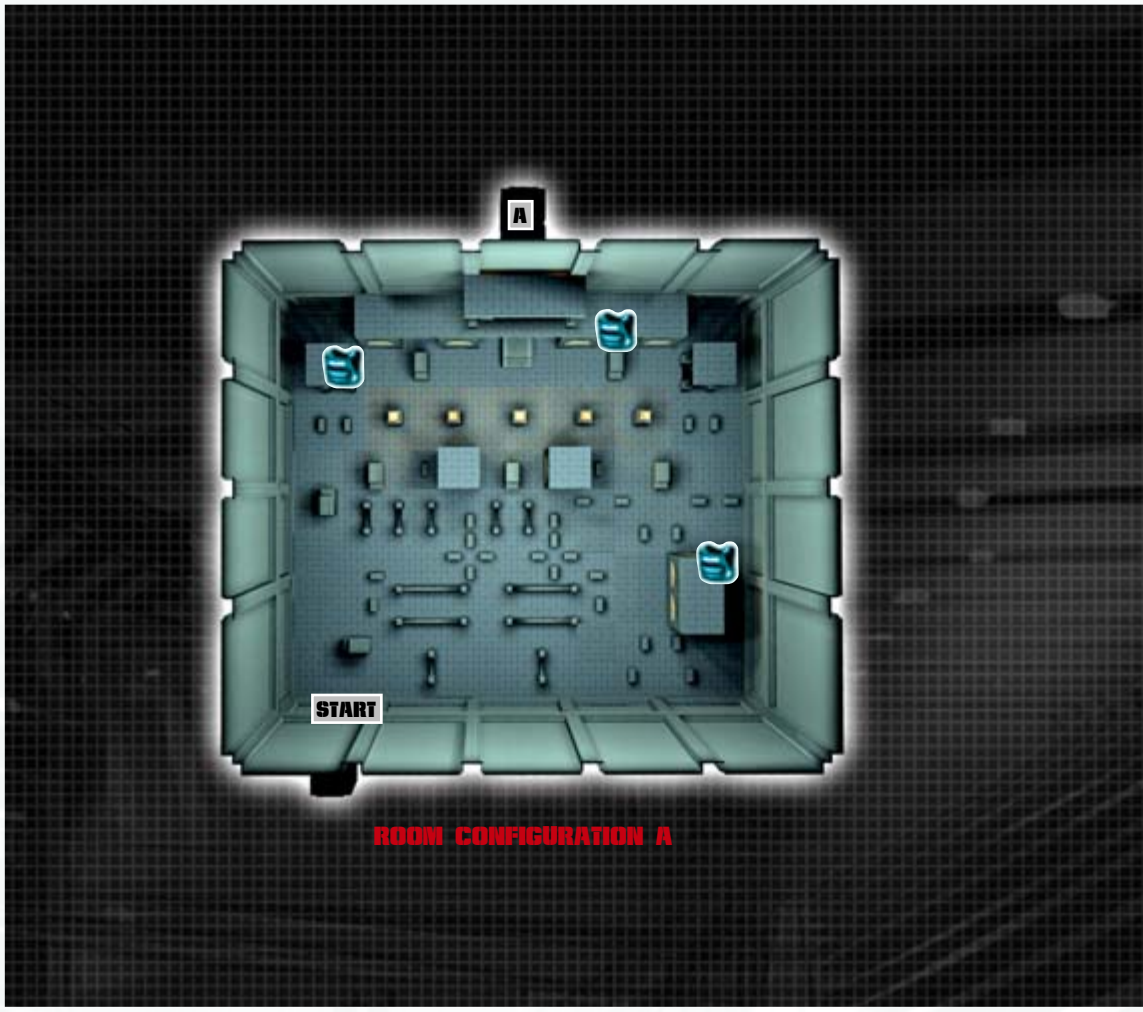
02 SECRET

RUINS











BOND MOMENT

Enter the secret room.

KEY ITEMS

1 Schematic

TARGET TIME

20:00

TARGET DISPATCHES

60

MISSION OVERVIEW

This extra mission is unlocked after earning 25 awards. For this mission, Bond finds himself trapped in mysterious ruins teeming with enemy Russian soldiers. He must stay alive long enough to find an exit out of the ruins.

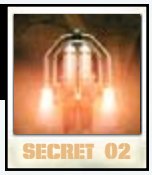
To beat the target time, use the armor piercing rifle to dispatch armored machine gunners, and try to "whiz through" the first two big rooms without dispatching all enemies, using the serum gun if possible.

MISSION START

OBJECTIVE 1: ESCAPE

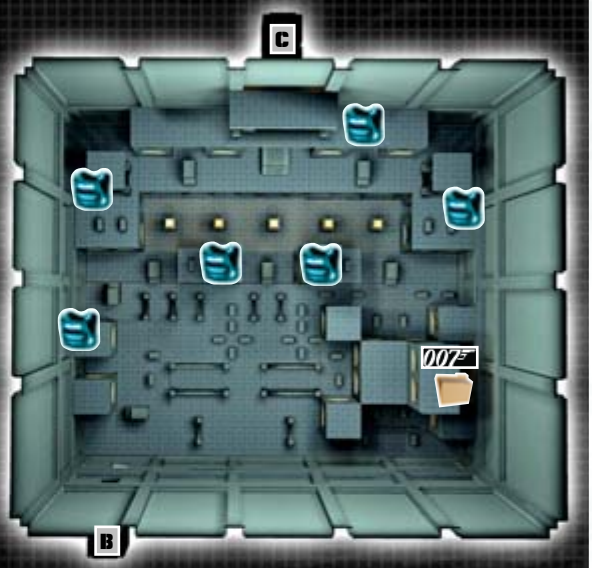
At the start, look for a switch that'll open a door that leads to a gigantic room. Expect an intense firefight here. Fortunately, you'll have both the serum gun and

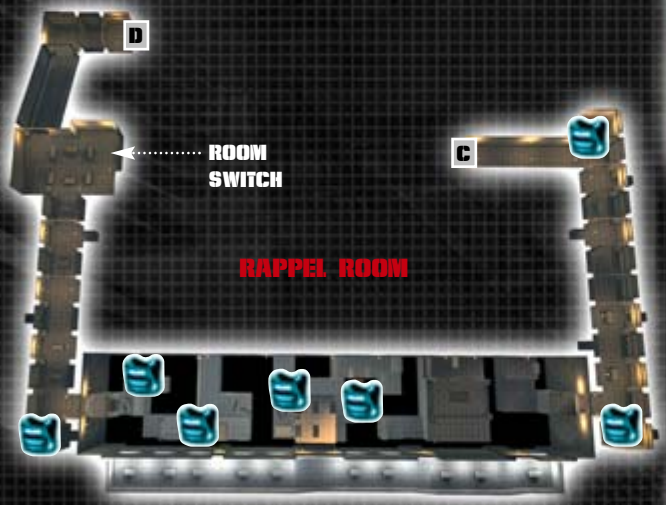
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OBJECTIVE 1
ESCAPE

plenty of places to take cover—so it'll be relatively easy to even the odds. Your main concerns are to avoid grenades and watch out for enemies attempting to outflank you as you stay behind cover. You will see targets both on the ground and atop raised balconies (01). In general, it's a good idea to keep pressing the target lock button to look for remaining enemies.

Once you're sure the coast is clear, scour the area to pick up ammunition—look for narrow walkways behind some of the raised balconies to find plenty of hidden ammunition. You'll also find multiple armor vest locations. One will be on the ground far to the right of the room entrance near the right-side wall (02). A second will be boxed within a stone square—you'll need to vault over a low wall to get it (03). The third vest will be between two raised balconies to the right of the exit (04).

01



02



03



04



That exit is a door with a switch next to it. Hit the switch to open the door. This leads to a hallway with plenty of points to take cover. Head left to find an armor vest and ammunition hidden behind a stone block (05). Head right to find enemies, including a grenade thrower in the middle of the hallway. As you move down the hall, watch out for enemies to pop out from side doors—it might be possible to stun them with a weapon and dispatch them via hand-to-hand combat (this will save ammunition). Look for a large door and a switch at the end of the hallway to continue onward.

05



Surprisingly, that large door leads to a series of computer data storage rooms—apparently these "ruins" are some sort of secret Russian base. Shoot any visible enemies through the glass and vault over the base of any broken window to enter a room. Take cover behind the bases of destroyed windows to dispatch enemies in the rooms ahead (06). In the second room, look for an armor vest in one corner (07). At the end of these computer data storage rooms is another large door and switch.

06



07



This door leads to a hallway, and enemy soldiers will stream in from the left and right—immediately dispatch the enemy to the left and take cover. It's possible to use Bond Focus on an enemy carrying a grenade to dispatch foes clumped together. Eliminate any enemies that appear as you head to the end of the hallway.

At the end of that hallway, look right to find a switch and a bulletproof window (08). You'll recognize the room behind that window as the large room at the start of the mission. Hit the switch in front of that window to sink the floor—a new room configuration will be revealed. Also at the end of the hallway are stairs down to the big room ahead (09).

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More enemies will swarm as you enter this newly configured giant room (10). The same tactics apply as with the first room—take cover, avoid grenades and don't get outflanked. Once again, you will see targets both on the ground and atop raised balconies. However, this time you'll encounter a machine gunner prowling the exit area (11).





It'll be worthwhile to scour the room once it's cleared of enemies for numerous armor vests and ammunition. Find an armor vest atop the left and right raised platforms in the middle of the room (12) (13).





On the left side of the room (relative to where you entered), you'll find armor vests on a walkway behind a raised balcony (14) and on the ground near a corner of the room (15). You'll find ammunition and an armor vest on a walkway behind a raised platform to the right of the exit to this room (16). On the right side of the room (relative to where you entered), you'll find more ammunition and an armor vest (17).

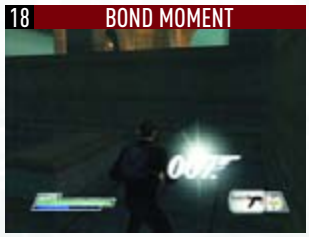








Finally, on the right side of the room look for some narrow walkways along the right wall that'll get you into a secret room (18)—this will result in a Bond Moment. In this secret room, you'll find some schematics to pick up (19).





Once you're fully stocked and ready to leave, look for the exit door and hit the nearby switch to open it. This leads to another long hallway filled with enemies. Turn left to find an armor vest (20), and then take cover as multiple foes including a machine gunner approach (21). Once the machine gunner is silenced, head down the hallway and dispatch any enemies that appear from side doors. At the end of the hallway are some ammunition boxes and an armor vest in plain view (22). Look for a door and switch to the right of these pick-ups to reach the next area.





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OBJECTIVE 1
ESCAPE

The door will open up to reveal a long open room with plenty of enemy targets to find. Try to stay back and pick off as many foes as possible before finding a rappel point down (23). At the bottom, quickly turn right and climb up to dispatch any visible enemies.


22


23

WARNING

In this room, it is not a good idea to linger at the bottom of rappel points if grenade-throwing enemies are nearby—you won't be able to avoid grenades easily.

Once the coast is clear, look for a point to jump across to the next stone platform (24). Take cover and dispatch enemies that appear in a balcony to the left before continuing to a rappel point (25). Before rappelling down, it might be a good idea to reload your weapon and scout ahead for potential places to take cover, because you can surely expect more enemies to pop up in the balcony to the left.


24


25

Sure enough, as you approach a wooden plank bridge more enemies will appear in that previously mentioned balcony (26). Try using grenades to flush out any soldiers hiding behind cover. Cross the wooden bridge and climb ahead to find an armor vest atop a low wall (27). Continue to climb up to see a second armor vest and a rappel point (28)—but don't rappel down just yet.

Instead, backtrack to that first armor vest, hop the low wall and crouch to find a cover point that allows a good view of enemies on the balcony ahead (29). Use Bond Focus to target the grenades carried by one of those enemies to dispatch them both.


26


27


28


29

Return to the rappel point and head down. Immediately jump across a gap to the next stone structure and climb up to encounter more enemies at the top of the climb. Dispatch them all and pick up an armor vest to the left of a third rappel point (30). Rappel down and jump a nearby gap to find an armor vest and a final rappel point upward (31). At the top is a door and a switch to the next area.


30


31

The next area is another hallway. Look left to see an armor vest and ammunition on the ground (32), and dispatch any nearby enemies. At the end of this hallway is a third machine gunner to take down.

At the end of the hallway, you'll see a similar set-up to the previous hallway with stairs to the left and a large

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window and a switch to the right (33). Hit that switch to trigger yet another transformation of that large room. Head down the nearby stairs to the door and its switch. Hit the switch to enter the newly transformed room.





Instead of a wide-open area to navigate, Bond will now have to fight through relatively narrow spaces—this will make it difficult to dispatch the grenade-throwing enemies atop the platforms (34). Use any remaining grenades to make quick work of those enemies, or use Bond Focus to get good aiming angles on them. Look for a gap between the raised balconies to dispatch a rocket-launching enemy from behind cover, then press ahead to a wide set of stairs. Hop from cover point to cover point and keep and eye out for moving targets.

This raised platform area leads back down to a series of short cover points. More grenade-throwing enemies will appear (35)—once again, use Bond Focus to target their grenades before they can throw them at you.





Look for an armor vest in a corner of this area (36) as well as a second armor vest and ammunition hidden on a walkway behind a raised platform at the end of this area (37). Look for a switch that triggers a stone walkway to rise up (38).

You can expect double trouble when you cross the walkway. A machine gunner will be on both sides of this long walkway area and approach the center—using the armor piercing rifle here to get rid of at least one gunner would be an excellent idea. With the gunners dispatched, you'll find an armor vest at one end of this walkway (39).









Of course, the big prize to score is the jet pack that's accessible by crossing a short stone walkway (40). Equip the jet pack and fly up to dispatch enemies that appear at the top of the room (41). Once they're silenced, you'll be able to freely search the room—you'll see all the armor vests and secrets you left behind. Look for a raised platform that contains ammunition (42). Once you're finished exploring, land the jet pack at a glowing point at the top of the room—you'll see an armor vest there as well (43). Hit the door switch nearby to escape and complete the mission.









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03 SECRET

PLAZA











BOND MOMENT

Successfully destroy the vehicle that circles around the plaza.

KEY ITEMS

None

TARGET TIME

3:00

TARGET DISPATCHES

25

MISSION OVERVIEW

This extra mission is unlocked after earning 40 awards, and is set in the main park plaza (normally seen by car) in the heart of Istanbul. Bond needs to dispatch 25 enemies that appear in the plaza—using only the sniper rifle. This is arguably the toughest level in the game, since the only real keys to success are quick eyes and steady hands.

There are no secrets to beating the target time, other than to not waste ammunition (so you don't have to reload) and avoid grenades at all costs. It's also essential to completely upgrade the sniper rifle and Q-Armor as well before embarking on this mission. At the easiest difficulty, it'll be possible to beat the target time with nearly a minute to spare (and to be frank, you won't survive past three minutes anyway).

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MISSION START

OBJECTIVE 1: DISABLE ALL ENEMIES

You begin the mission stuck on a balcony with nowhere to hide and nowhere to retreat. Immediately behind you is a limitless supply of sniper rifle ammunition. Get ready to seek and snipe as enemy soldiers crawl out of the woodworks from left to right across the plaza. It'll be a good idea to crouch right away so that you're slightly harder to hit.

If you're trying to earn the Bond Moment, the best time to do it is at the very start before the fighting gets too intense. Target a car that drives around the plaza (01)—dispatch it with multiple shots to earn the Bond Moment. Afterward, get ready to sweep the plaza for targets. The best way to describe the mission is to break down the plaza into four quadrants:

01 BOND MOMENT



In the left quadrant, enemies stream from buildings to the left into the plaza (02). It's possible to pick off enemies in a line as they enter the plaza. They will take cover behind the bushes and stone structures to the left of your balcony, as well as behind the lone tree nearby. Generally, grenade throwers are not a threat in this quadrant, and it is a little challenging to pick off enemies behind cover here.

02



In the center quadrant, enemies will take cover at far-range behind the low bushes directly in the middle of the plaza (03)—you might need to zoom in a little to see them effectively. Since they often line up in a neat row, it's possible to sweep across those low bushes to pick off foes one by one surprisingly quickly. It's best to keep this area free of enemies because it is a potential grenade-throwing zone.

03



In the right quadrant, enemies will stream from two points (04)—the buildings to the right of the plaza and the buildings behind the plaza. This right quadrant is the "hottest" of the three zones because to compensate for the lack of cover, enemies will throw grenades more often here compared to the previous two quadrants. In general, this is the quadrant you want to keep the closest eye on.

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03 PLAZA

OBJECTIVE 1
DISABLE ALL ENEMIES

04



The front quadrant (05) comprises the low bushes and open walkway directly below the balcony. It's usually not a good sign to see enemies make it this far and camp out: It means that you are not keeping up with the pace of incoming enemies. Any enemies here should be considered top priority—especially those crouching behind the corners of low bushes because they are grenade-throwing threats.

05



There's no best way to do a visual sweep of the plaza, but it's safe to say that it's not a good idea to "linger" your gun sight in one quadrant for too long. In fact, to prevent "tunnel vision" it's a good idea to break target lock to scan the entire plaza quickly for a second—just to make sure you aren't ignoring any quadrants.

In general, it's better to watch the right side of the plaza rather than the left, since more grenades come from that direction—grenade throwers should always be considered the highest-priority targets. If you can shoot an enemy while he's holding a grenade (06), the resulting explosion may take out nearby enemies, which is a big bonus.

06



Obviously, it is easier to hit stationary targets than moving targets. It is relatively easier to hit targets moving toward you rather than targets moving left to right. You can always zoom in with the scope to achieve better accuracy on hitting enemies (07) (especially those behind cover), but remember that the gun sight is more responsive (in terms of movement) when zoomed out. Also keep a watchful eye on your ammunition level.

07



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It terms of targeting body parts, head shots are normally not recommended, especially when enemies are wearing helmets. This will sound odd, but aiming for enemies' torsos and legs seem to generate the most hits (08)—especially when they're moving. Instead of trying to "chase after" enemies with your gun scope, it's better to "aim ahead" and let them walk into your crosshairs (09).





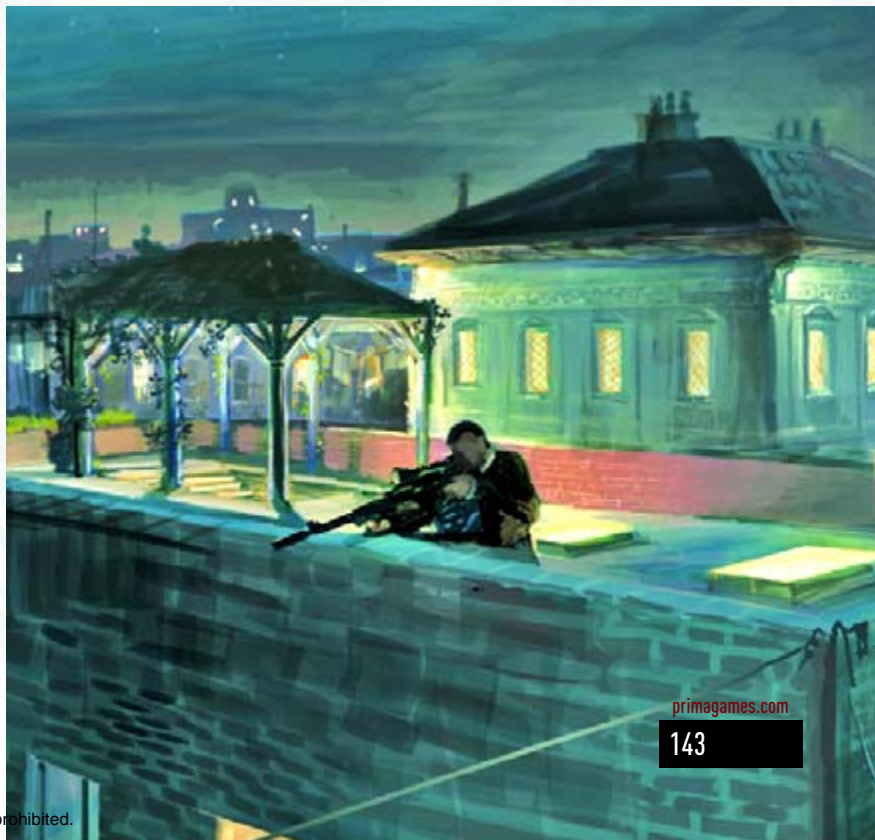
After about five dispatches, things will begin to pick up. If you're unfortunate to see a grenade head your way, disengage the target lock and roll/move away. After 10 dispatches, an armor vest will appear on the left side of the plaza (10). It's vital to grab that vest before you run out of armor—remember, armor can be replenished, but health cannot. Also pick up more ammunition while you're up and about. By 10 dispatches, you should have all your health and at least 50% of your potential armor remaining—if not, consider restarting the mission.

Between 10 and 20 dispatches, it'll be absolutely important to work as quickly as possible. Enemies will grow more frequent and bring more firepower. Make sure to keep the front quadrant clear, because at that close range enemies can do plenty of damage. Even if you're a seasoned pro at this mission, expect all your armor and a bit of your health to disappear by the 20th dispatch—so don't worry if things are looking bleak healthwise.

Upon hitting that magical 20th dispatch, immediately run to grab a respawned armor vest. That vest will give you additional time to take out five more enemies before your health runs out. A good place to get those last five is in the center or left quadrants, since enemies in those quadrants will tend to bunch together at this point in the mission. It'll be an intense "race" to reach that 25th dispatch—but it's doable.

Unless you're a super sniper, don't expect to beat this mission on the first try. However, after repeated attempts you'll start to see the pattern of where and how the enemies flow into the different quadrants—and more importantly, where they take cover and stand still. Once you have that pattern figured out, just adopt a "one-shot, one-dispatch" policy to sniping and you'll ultimately prevail.





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04 SECRET

AIRPORT









NOTE: END POINT AND SCHEMATIC LOCATION MAY VARY.



BOND MOMENT

Disable the first 40 enemies without picking up any armor.

KEY ITEMS



1 Schematic

TARGET TIME

8:00

TARGET DISPATCHES

75

MISSION OVERVIEW

In an earlier driving mission, Bond remarked how the traffic in Istanbul was "murder." Apparently, that trend extends to parking as well when the parking lot of the city's airport becomes the scene of a firefight of mammoth proportions. If this game were a classroom, this mission would be considered the "final exam" because you'll see every enemy that walks appear at some point.

As for beating the target time, there are no shortcuts: Only quick dispatches using Bond Focus will help speed things up—although having fully upgraded Q-Armor is a major plus in terms of staying alive long enough to complete the mission.

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MISSION START

OBJECTIVE 1: DISABLE ALL ENEMIES

Bond will have to dispatch 75 enemies in the airport parking lot to complete the mission. Immediately run left to a corner where an armor vest will eventually appear (01). Note the advantages of this so-called "safe location": With a brick wall to the left and the car to the right, it somewhat narrows down the potential avenues of attack. Hug the car to the right to use it as cover for enemies that approach from that direction (02). (There is another armor vest spawning point in another corner of the parking lot (03) that may also work as a "safe location.")

01



02



03



The first 24 enemies will come in several waves, and all will be carrying grenades. It is essential to save ammunition and use Bond Focus to make either head shots or shoot off grenades (04)—the latter is great for dispatching foes clumped together. Overall, if you're using more than three shots (on average) per enemy, you're using too much ammunition. Roll to avoid any grenades thrown at you, and use up the PP7 ammo first before resorting to the assault rifle.

04



Only leave the "safe location" to pick up additional ammunition, and make it a point to look for assault rifle ammunition and grenades. Don't worry too much about Bond Focus when outside your "safety zone"—just pour out ammunition and use hand-to-hand combat when necessary if you get close to any enemies.

Around enemy 25, look for a rocket-launching enemy to appear to the right of your "safe location" (05)—it's vital to take him out quickly from long range before he can fire. Around enemy 30 or so, a second rocket launching enemy will appear, followed by shield-toting soldiers approaching to your right. Make the rocket-launching enemy the highest priority target, then dispatch any remaining soldiers. Finally, take out the shield-toting soldiers with Bond Focus assault rifle shots (aim as their heads pop out or while they move from point to point) and/or grenades before they get too close.

05



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04 AIRPORT

OBJECTIVE 1
DISABLE ALL ENEMIES

It is absolutely imperative that you take out these shield-toting soldiers before the 40th enemy waltzes in: an armored machine gunner. Immediately use the assault rifle and Bond Focus to shoot off the armor straps off the gunner to dispatch it (06). If you can disable the first 40 enemies without picking up any armor, you'll earn a Bond Moment (07).

06



07 BOND MOMENT



With the 40th enemy gone, immediately pick up the nearby armor vest and circle around to the other (right) corner of the parking lot where the second armor vest spawning point lies, picking up ammunition and weapons along the way. Since you already earned the Bond Moment, you're now free to pick up armor as needed. The goal is to collect enough ammunition and weapons before returning back to your "safe location"—additional must-get weapons to collect in the parking lot include the bazooka and Kronen SMG. Another item to find is a schematic that will randomly appear somewhere in the parking lot (possibly near one of the armor vest locations) (08).

08



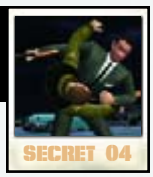
Between the 41st and 64th enemies, you'll see a healthy mix of rocket-launching enemies (high priority), Russian soldiers and thugs (unfortunately, they won't have grenades but you can still take head shots), shield-toting enemies (low priority until they get too close—then they become high priority grenade targets) and OCTOPUS foot soldiers (use Bond Focus to target their grenades). Make note that some shield-toting enemies may appear quickly from the nearby wall to the left of your "safe location."

DID YOU KNOW?

Having a shield-toting enemy at close range with other enemies shooting at you is the kiss of death. If you still have an armor vest nearby (and if your health allows), consider creeping away from the shield-toting enemy and quickly shooting a rocket or throwing a grenade at close range. You'll take damage, but you can immediately grab the armor vest and resume targeting other enemies.

There'll be a short lull in the action as the 65th enemy—another armored machine gunner—approach-

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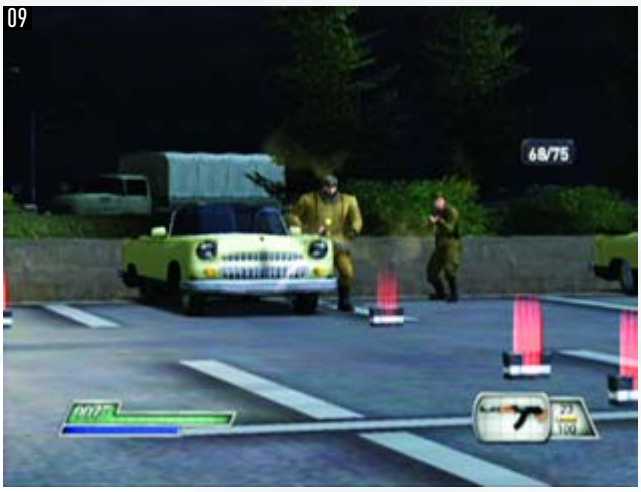
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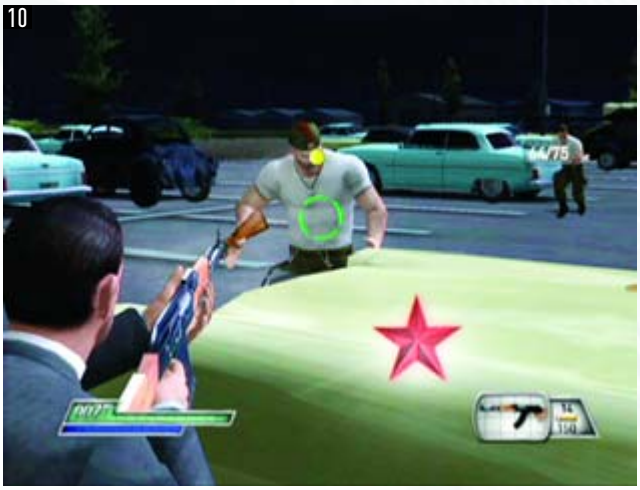
es. Use Bond Focus and dispatch it before it can even enter the parking lot (09).

09



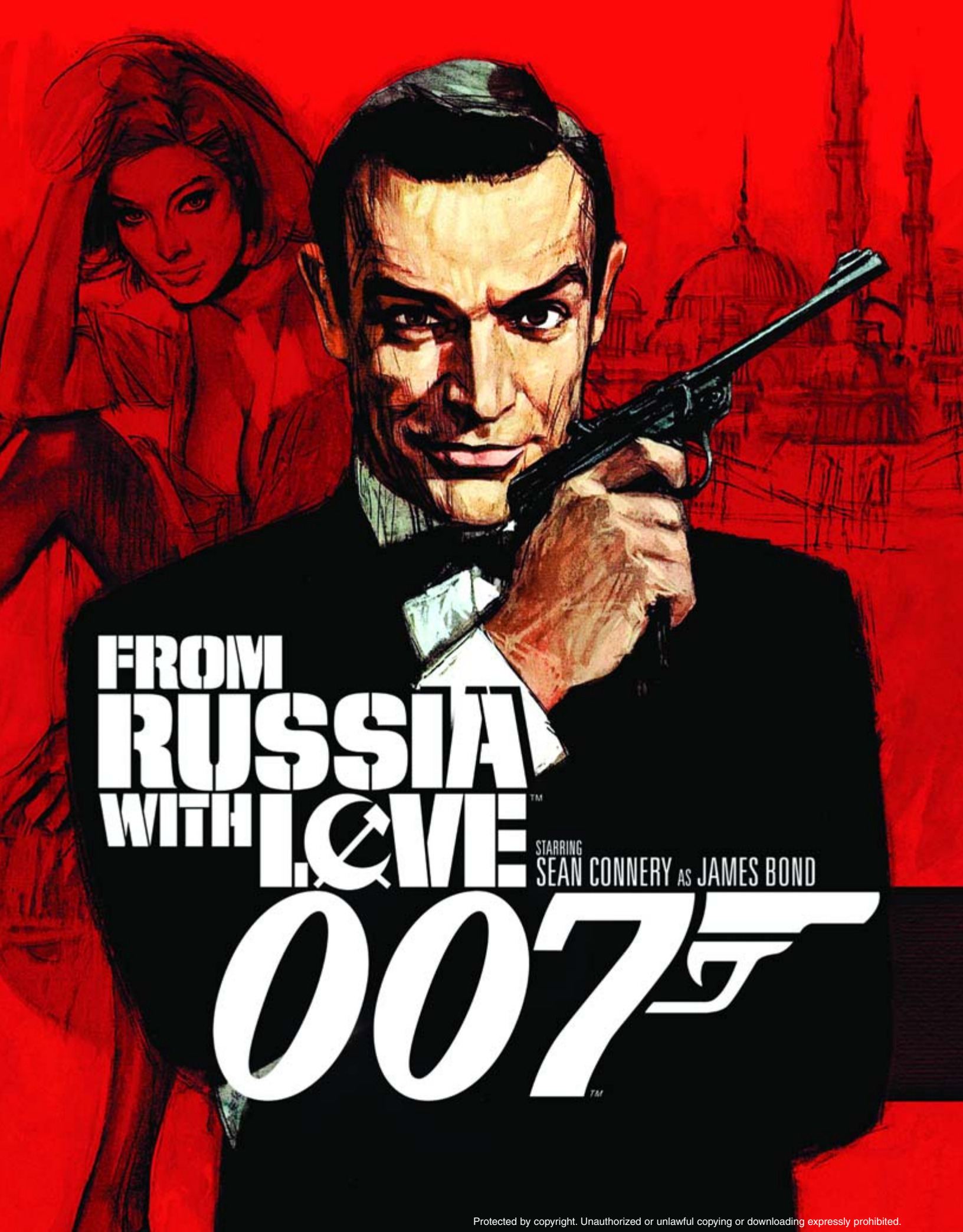
Pick up any ammunition nearby and backtrack to the "safe location." Pick up an armor vest again if necessary. Enemies 66 through 74 will rush your position (10), so there's no need to charge into the middle of the parking lot. Calmly take them all out, and pick up the armor vest again (run to the other side of the parking lot if necessary to reach the second armor vest spawning point) to dispatch the 75th and final enemy: a third armored machine gunner. Again, use Bond Focus to target the armor straps to make quick work of this enemy and complete this final extra mission.

10





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MULTIPLAYER TACTICS AND LEVEL HIGHLIGHTS

MAP LEGEND

- Attaché Case
- Bonus Outfit
- Q-Copter Hole
- A Map Connectors
- 007 Bond Moment
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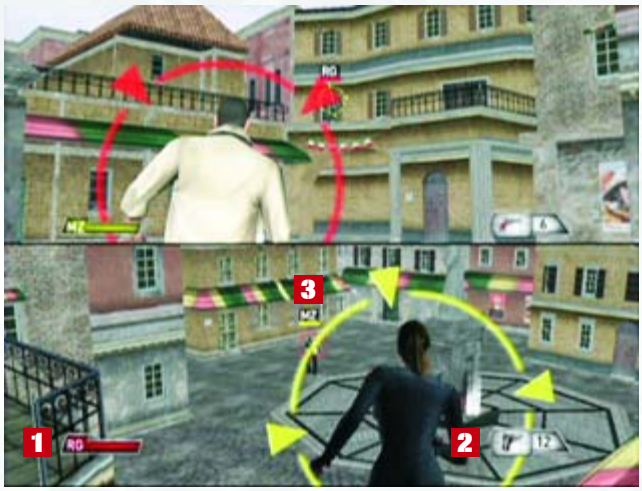
BOND'S OTHER HALF

The single-player game is only half the fun of *From Russia with Love*. The game also has a multiplayer game for up to four players. Multiplayer games are fully customizable and offer a wealth of options to choose from.

The game also features the ability to save player profiles, which allow players to customize their name, radar initials, default character, and control options. Players with profiles will be able to keep a cumulative record of their gameplay performances, thanks to extensive statistical tracking built into the multiplayer mode.

UNDERSTANDING THE MULTIPLAYER GAME SCREEN

The multiplayer screen can support up to four players, but for clarity in pointing out the elements of the screen, a two-player setup is shown here.



1 HEALTH METER (LOWER LEFT)

This bar shows how much health a player has left. The letters are the initials chosen in the player's profile. Note that unlike in single-player mode, there is only one health bar instead of split health and armor bars.

2 WEAPON AND AMMUNITION (LOWER RIGHT)

This gray box shows the weapon or gadget currently equipped and how much ammunition remains. Only the amount of ammunition left in a gun is shown—so you'll have to remember if you have more ammo in reserve.

3 RADAR ICON

This shows where all opponents are located (unless radar has been turned off, has been disabled via a power-up, or a special move is used in the default radar mode, such as crouching or hiding behind wall cover). When an opponent is in view, the radar icon will appear over the opponent's head. The bar underneath the initials shows the health level of that opponent. When a player is not in view, the icon will be shown with an arrow that indicates the general position of that opponent is relative to the player. When a player's radar icon is flashing, it means that player is firing a weapon.

CONFIGURING THE MULTIPLAYER GAME



You have numerous options for configuring multiplayer game sessions in FRWL (see the screen to the left). Here's a rundown of the game-configuration options:

MAP

Players can select what multiplayer map they wish to battle in.

GAME TYPE

There are three game types to choose from: Classic, Sabotage, and Dogfight.

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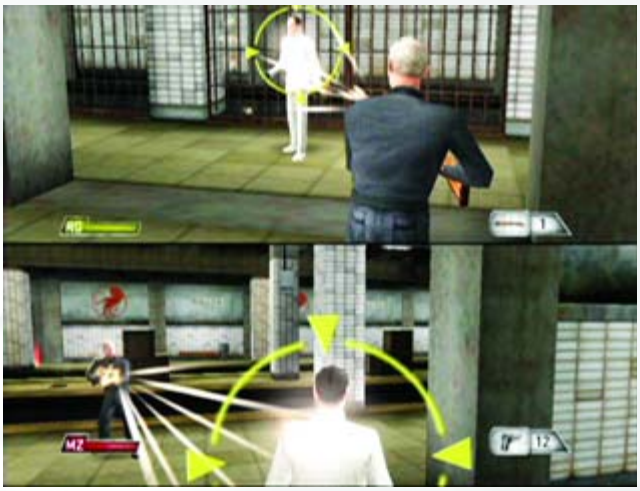
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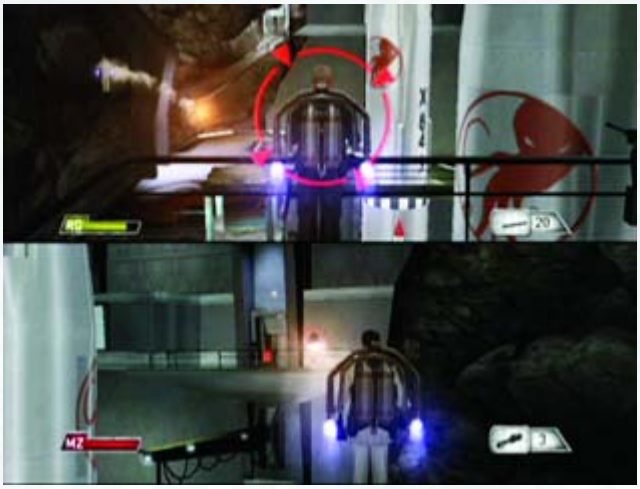
Classic mode is the standard multiplayer "hunt or be hunted" battle mode that most gamers are familiar with.



In Sabotage mode players have to race to a bomb, then plant it in the other team's "base," which is essentially a bomb-planting location. The twist is that the person holding the bomb will slowly lose health until he either plants the bomb successfully or is dispatched—in the latter case, the bomb will be left where that player was eliminated. If no player picks up the bomb, it will disappear and respawn at its original point.

Since it is very hard to grab a bomb and make a run on the other base without dying, Sabotage battles become games of field position. A good tactic is to try and keep the bomb on your opposing team's side of the map so that you can set up your team for a final dash to the bomb plant point.

In a Sabotage game, each base has an automated turret that will scan its firing field and shoot at opponents. Players can target and destroy each turret, or take control of it—for the latter, look for a nearby switch that makes a turret fire on its previous owner(s).



Dogfight is a jet-pack-only battle mode that is available only for certain levels. In Dogfight mode, players will be able to find points scattered throughout the level that replenish rocket ammunition and armor levels. (Note: Armor vest locations are different in Dogfight mode than in the other modes. As a result, the multiplayer walkthrough does not show the locations of items in Dogfight mode.)

TEAMS

Players can opt to play as teams. This option is available only when more than two players are present.

SCORE LIMIT

The game is based on the number of dispatches (from 1 to 40) a player needs to end a match.

TIME LIMIT

The game is based on the length of the multiplayer game, which can range from 1 to 20 minutes. If this option is set to None, there will be no time limit—so instead the game will end once the score limit is reached. Note that players can choose either a score limit or time limit, but not both.

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ADVANCED OPTIONS



WEAPON SET

This option is normally set to Default, which means that all weapon types are available. Changing this option limits the weapons available. The following are some of the options:

- Pistols
- Long Range (i.e., snipers and rockets)
- Shotguns
- Automatics (i.e., rifles and SMGs)

POWER-UPS

This option is set to On by default, and controls whether players can find and use power-ups such as temporary invincibility.

VEHICLES

This option controls whether players can have access to vehicles such as armored cars and jet packs. This option is set to On by default, but it applies only to multiplayer levels that have vehicles available.

RADAR

Radar options are as follows:

- Default: Utilizes the on-screen arrows and player icons to help find opposing players within a multiplayer arena. Players that crouch or use wall cover will "disappear" from the radar.
- Always On: Players will always appear on radar unless they have a Stealth power-up.
- Always Off: This turns off all radar and arrows, making it more challenging to find enemies.
- Motion: This is an interesting option in which a player will show up on radar only if he moves. The player will disappear from the radar once he stops moving.

GADGETS

This determines whether gadgets can be used within a multiplayer level. It is set to On by default.

FRIENDLY FIRE

When players work as teams, they can choose whether friendly fire (shooting at one's own teammate) is possible and can cause damage. This option is set to Off by default. **Be warned:** Even with friendly fire off, players can accidentally kill teammates with traps and explosion damage.

SURVIVAL ROYALE



Survival Royale is a multiplayer tournament mode in which players can play up to 16 rounds of battle using customizable gameplay modes and options. The player with the highest cumulative score at the end of all the rounds wins the Survival Royale.

NUMBER OF ROUNDS

This can be a number from 2 to 16.

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UPGRADES

This option is normally set to Default, in which the round winner gets more points for upgrades. Other options are as follows:

- Handicap: The last-place finisher gets the most upgrade points.
- Equal: All players get equal upgrade points.
- Off: This turns off upgrades completely.

MONEY ROUND

This option is normally set to No. If set to Yes, the last round in the tournament will be worth double in the standings.

STYLE

This option is normally set to Random, in which the computer sets up the gameplay rules for each round. Other options are as follows:

- Manual: Players can manually set the rules for each round.
- Set: Players can manually set the rules to apply for all rounds in the Survival Royale.

RESEARCH POINTS

In between rounds during a Survival Royale game, players are awarded research points based on their performance. A player has up to three upgrade slots—but can opt to skip upgrading altogether to save points for a future round. Each power-up lasts for the next three rounds of a Survival Royale, but once it's used up it a player can repurchase it. Players can choose from the upgrades in the following table.

OFFENSIVE UPGRADES

UPGRADE	COST	DESCRIPTION
Armor Piercing Bullets	5	All guns do slightly more damage.
Extra Clip	10	This doubles the size of all ammunition clips.
Rapid Fire	20	All weapons do increased damage thanks to a boost in fire rate.
Endless Clip	40	This gives the player unlimited ammunition for all pistols and automatic weapons. (The bazooka, golden gun, platinum gun, armor piercing rifle, sniper rifle, and gadgets do not benefit from this power-up).

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DEFENSIVE UPGRADES

UPGRADE	COST	DESCRIPTION
Advanced Armor	5	The player's armor absorbs more damage.
Stealth Kit 1	10	The player will appear on the radar only while walking or when using a jet pack or other vehicle.
Armor Regeneration	30	Armor constantly regenerates at a slow rate. This is one of the most useful bonuses in the game.
Stealth Kit 2	50	With this upgrade, a player will not appear on the radar screen.

TECH UPGRADES

UPGRADE	COST	DESCRIPTION
Tech Skills	5	This upgrade lets players more-quickly activate traps that usually require the action button to be held. In Sabotage games, this power-up also lets players plant bombs faster than usual.
Weapon Stash	15	With this power-up, a dispatched player will respawn with every weapon he had before dying.
Tech Expertise	20	This upgrade lets players instantly activate traps that usually require the action button to be held. In Sabotage games, this power-up also lets players plant bombs instantly.
Lucky Charm	25	This increases the chance of getting good power-ups instead of negative ones.

WEAPON UPGRADES

UPGRADE	COST	DESCRIPTION
Q-Copter	15	The player will always spawn with a Q-Copter.
Grenade	15	The player will always spawn with grenades.
Kronen SMG	20	The player will always spawn with the Kronen SMG.
Shotgun	25	The player will always spawn with the shotgun.
Wright Magnum	25	The player will always spawn with the Wright Magnum.
Sniper Rifle	30	The player will always spawn with the sniper rifle.
Briefcase Turret	30	The player will begin a round with a briefcase turret.
Platinum Gun	50	The player will always spawn with a platinum gun. The platinum gun looks like a pistol but fires rockets instead. It has very limited ammunition, however.

continued...

BASIC MULTIPLAYER COMBAT TACTICS

ROCK AND ROLL

By far, the most important skill to master for multiplayer mayhem is the roll. When an opponent targets a player, a circle will appear around the target. To break that target lock, the player must roll. This forces the opponent to reacquire the target by pressing the target lock button again.



HEADS UP

Using Bond Focus to aim for head shots, though more difficult against a human opponent than against the computer, can dispatch enemies much faster than other means. For example, it takes about four Wright Magnum shots at short to medium range to dispatch an enemy, while a Bond Focus head shot requires just one.

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BOND FOCUS FOLLIES

Because of the vagaries with the smaller multiplayer screens, sometimes Bond Focus will obscure a player's view of enemies. This is especially evident when a player standing on a higher-level balcony tries to shoot at someone below. Bond Focus may result in the player seeing the balcony or floor rather than the target.



SABOTAGE SURVIVAL

In Sabotage games, those who pick up the bomb must pick up armor vests along the way to stay alive. There is almost always a vest near a bomb plant point or near a bomb pickup location—learn where the vests spawn to extend the duration of a bomb-carrying run.

STAY HIDDEN, STAY ALIVE

When playing under the Default radar option, crouching or using wall cover are excellent ways to disappear from radar and ambush an opponent. In addition, both techniques are great ways to stay shielded from opponents' fire.



AIM FOR SUCCESS

When you've acquired target lock on an opponent, it is possible to aim at specific body parts without using Bond Focus. Once locked on, subtly move the camera to make a small yellow dot appear within the target-lock circle. This dot represents the aim point, which you can adjust using the camera-control stick. Each time you start to aim, the dot will appear on a random location on the target's chest. Obviously, moving the dot to aim for the head is a great idea—such shots cause serious damage. It's a difficult tactic to use at long range, but it can be a deadly skill once mastered.

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SNEAK A PEEK

When dealing with a "camper" who specializes in disappearing from radar and ambushing others, just sneak a look at that player's screen to figure out where he is lurking. (It's a good idea to not let others know that you're doing this, since it isn't exactly sporting!)

BE A VULTURE

Thanks to the radar view, it's relatively easy to find out which opponents are dangerously low on health. While playing in Classic mode, go after these low-health opponents for easy dispatches.

POWER-UPS

Enabled by default in the game options, power-ups are boxes or chests that are located throughout a level. Green power-ups can have positive or negative effects (so effectively there are power-*ups* and power-*downs*)—but the contents of a box or chest is a mystery until someone picks it up. In general, the effect of any power-up lasts 15 seconds. Big bonuses come in gold boxes, which are always good to pick up! Here is a list of the various power-ups:

- 5 or 10 Credits: Found in a gold box, this gives the recipient 5 or 10 additional research points for upgrading in a Survival Royale game.
- Booby Trap: This power-up explodes when a player touches it, dispatching the player immediately.
- Credits Multiplier: Found in a gold box during Survival Royale, at the end of the round, this bonus doubles the number of research points awarded for the person who last held it—note that when a player who picked up this bonus is dispatched, he will leave the bonus behind for someone else to pick up.
- Equipment Stash: If a player is dispatched with this power-up activated, he will respawn with all of the same items he had equipped.
- Golden Gun: Found in a gold box, this weapon dispatches foes with one hit, making it extremely valuable.
- Heartbreaker: Available in Survival Royale only, this power-up cuts the affected player's credits in half for the previous round.
- Invulnerable: With this power-up, opposing players will be unable to dispatch you—although they can cause damage for a limited time. If you take lots of damage while this power-up is activated, you'll be extremely vulnerable once it wears off.
- Jammed: This negative power-up makes all opposing players' radar pointers disappear.
- Locked In: With this power-up, once a player is locked onto an opponent, that opponent cannot break the target lock by rolling.
- Radioactive: This negative power-up drains your health until it is nearly zero. It also drains the health of anyone you get close to—so if stricken by this power-up, seek out opponents to share your misery with. It is imperative to find an armor vest as soon as possible to recover health.
- Self-Repairing Armor: This is an excellent power-up that heals any damage taken. Unfortunately, it lasts for only a short time.
- Shaky Hands: This negative power-up decreases a player's shooting accuracy.
- Sharp Shooter: This power-up increases a player's shooting accuracy.
- Stealth: This power-up makes a player disappear from radar momentarily.
- Yard Sale: This negative power-up makes all of a player's weapons fall to the ground. Other players can retrieve any weapons that fall.

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WEAPON EFFECTIVENESS

This table compares the effectiveness of the most-common weapons in a multiplayer game. The numbers indicate the approximate number of shots required to dispatch an enemy with full health from a distance of roughly 15 paces away (on flat ground). These figures assume that the target has no special armor power-ups.

EFFECTIVENESS BASED ON AIMING METHOD

WEAPON	REGULAR AIMING	BOND FOCUS HEAD SHOT
Armor Piercing Rifle	2 (however, a single shot eats up nearly a full health bar)	1
Assault Rifle	20	8
Bazooka	2 (however, a single hit eats up nearly a full health bar)	N/A
Bosch Shotgun	8 (however, this weapon is more effective at close range)	Same
Fixed Machine Gun Platform	4 (must be aimed manually)	N/A
Golden Gun	1	1
Grenade	2 (however, a single hit eats up nearly a full health bar)	N/A
Kronen SMG	36	9
PP7	24	6
Q-Copter	1 (detonated close to target)	N/A
Sniper Rifle	2 (1 if it's a manually aimed head shot)	N/A
Wright Magnum	4	1

SPECIAL WEAPON: RADIOACTIVE GUN

A number of levels offer a special weapon: the radioactive gun. It shoots a bullet that will drain nearly all the health of its target, making him a bullet away from being dispatched. Once "radioactive," a player can try to get close to opponents to drain their health.



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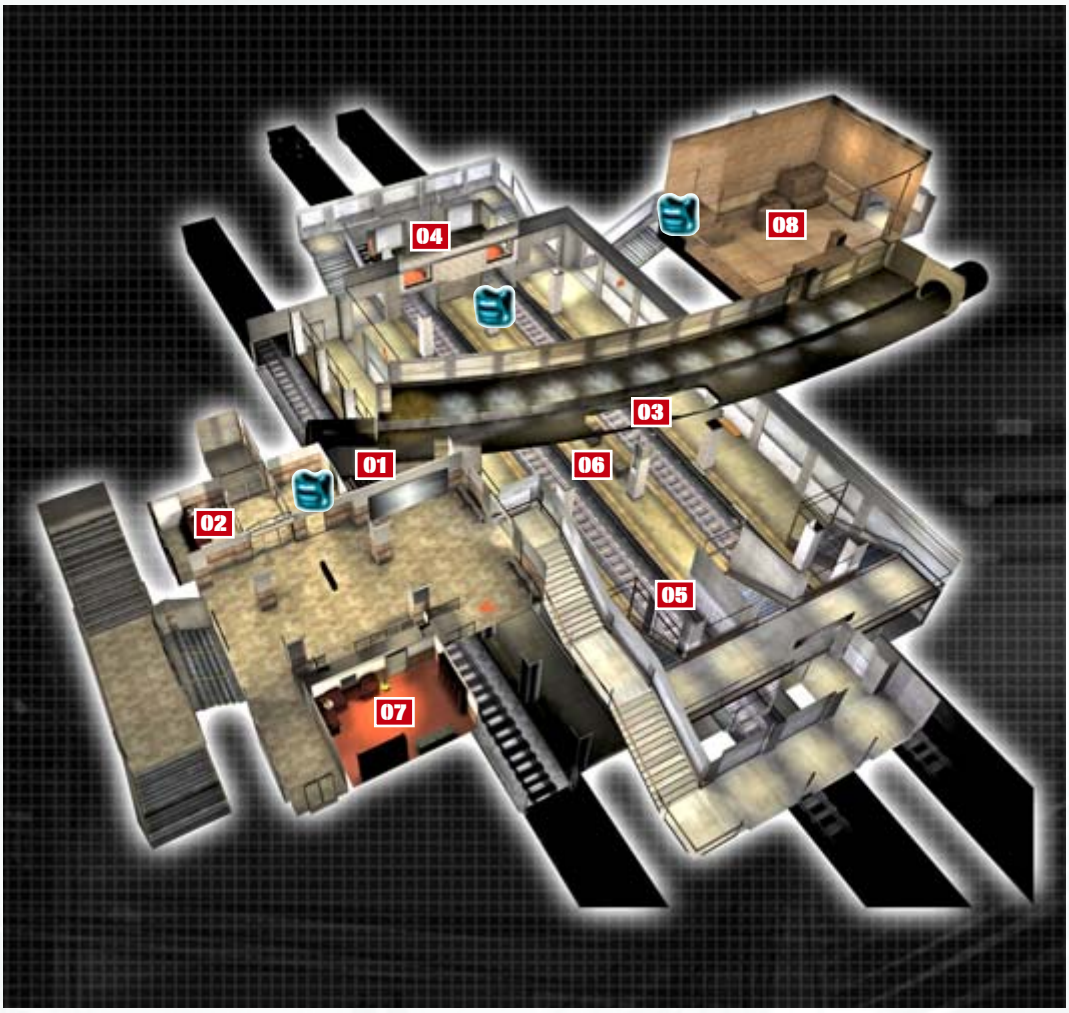
01
MULTIPLAYER

OCTOPUS DEPOT









Note: Numbers on map correspond to screenshot numbers.

ARMOR VEST SPAWN POINTS

#1 On one of the lower-level train tracks underneath the room that contains switches that trigger the arrival of trains.

#2 In a room that connects to the upper train station via a brick wall that can be destroyed by a grenade.

#3 In a room filled with wooden crates, which connects to the upper train-station area. The vest can be obtained by climbing the crates.

LEVEL OVERVIEW

The OCTOPUS Depot is a run-down underground train station filled with surprises and a few traps for unsuspecting players. It is composed mainly of upper and lower levels connected by a series of stairwells.

LEVEL HIGHLIGHTS

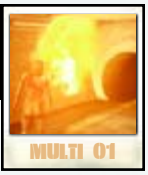
BREAK THROUGH A WALL

At the end of the top tube area is a brick wall that has a slightly different shade than its surroundings (01). Throw a grenade (or other heavy firepower) at it to destroy the wall. This reveals a room containing an armor vest. This room connects to the upper-level lobby area.

SPECIAL GUN

If all weapons are enabled, vault over the counter to this newsstand next to the upper-level lobby area (02). A radioactive gun can usually be found here.

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HOLE IN THE GROUND

This hole at the upper train station area (03) is a quick way to get down to the lower train platform. This is a great shortcut from the upper to the lower level, especially when playing a Sabotage game.

TRAIN SWITCHES

A room overlooking the lower train platforms contains two switches (04), which can be activated by holding down the action button for a short period of time. Once activated, a train will barrel through the station (the exact track chosen will depend on which switch was used). The switch on the right calls in a heavy freight train that stops at the station for a short time. The one on the left calls in a fast-moving train. Although the switches are momentarily frozen immediately after use, they will eventually reset—so they can be used more than once.

TRACK REWARDS

On the tracks opposite where the train switches are two tucked-away alcoves (05). Power-ups and bazookas may be found in these alcoves.

SABOTAGE BOMB PICKUP POINT

Players will find the bomb pickup point at the lower level between the two train tracks (06).

01



02



SABOTAGE BOMB HEADQUARTERS

Players will start off a Sabotage game at their respective "home bases"—one bomb plant point is in the upper-level room (07). The other bomb plant point is in an upper-level room filled with boxes to climb (08). Both plant points are guarded by nearby machine guns that can be disabled quickly with grenades or heavy firepower.

03



04



05



06



07



08



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02
MULTIPLAYER

PIAZZA SAN CARLO











Note: Numbers on map correspond to screenshot numbers.

ARMOR VEST SPAWN POINTS

#1 An area under a bridge near a ground-level machine gun position.

#2 By a sunken canal walkway near the other ground-level machine gun position.

#3 At the end of a sunken canal walkway past a bridge.

#4 In front of another dead-end gate sandwiched between a blue building and a red one.

LEVEL OVERVIEW

Players can wage battle on scenic and historic Italian streets in the Piazza San Carlo level, navigating at ground level as well as on rooftops—and the level holds a couple of jet packs to boot. With few places to hide and plenty of firepower to find, this level is the perfect setting for an intense multiplayer battle.

LEVEL HIGHLIGHTS

MACHINE-GUN NESTS

There are three machine-gun mounts in this level. One is atop a rooftop overlooking the main plaza (01). The other two are on the outside perimeter of the level, each in front of a building accessible by bridges (02) (03). The machine guns must be manually aimed at targets. Generally, it takes about four machine-gun hits to dispatch a fully healthy opponent.

ROOFTOP JUMPING

Players can jump from rooftop to rooftop by running and pressing the action button just before nearing a

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rooftop edge (04). If the action button is not pressed, the player will fall to the ground instead—don't worry; the fall shouldn't cause any damage.

STATUE TRAP

The back of the statue in the middle of the square can be targeted and shot at (05). This makes the metal-and-glass floor around the statue sink further into the ground, temporarily trapping anyone who had been standing on that floor.

JET PACKS

Two jet packs can be found: One at ground level near the statue (06) and another on a rooftop (07). Jet pack users can land on any flat surface and leave the pack behind for another person to pick up. Jet packs come with unlimited machine-gun ammunition (which must be reloaded after every 30 rounds) but a very limited supply of missiles. Note that jet packs can be damaged during the course of a battle and are not tied to the health of their users—meaning that if a player with full health picks up a critically damaged jet pack, that player is actually at a disadvantage. Once destroyed, jet packs will eventually respawn in their original locations.

DEAD-END BLUES

Be very careful when entering this alleyway near the center square between these two doorways (08). Although a shotgun lies at the end, it is a dead end that offers no avenue of escape.

SABOTAGE BOMB PICKUP POINT

Players will find the bomb pickup point near the statue in the main-square area (09).

SABOTAGE BOMB HEADQUARTERS

Players will start off a Sabotage game at their respective "home bases"—both of which are the ground-level buildings closest to the machine-gun points (10) (11). (The actual bomb plant points are the front doors of these buildings). Both plant points are guarded by nearby machine guns, and teams can opt to defend their bases with the heavier machine-gun nests nearby or even jet packs.







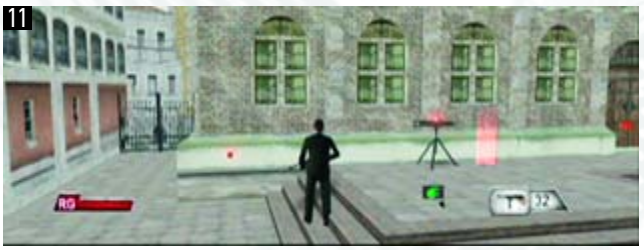












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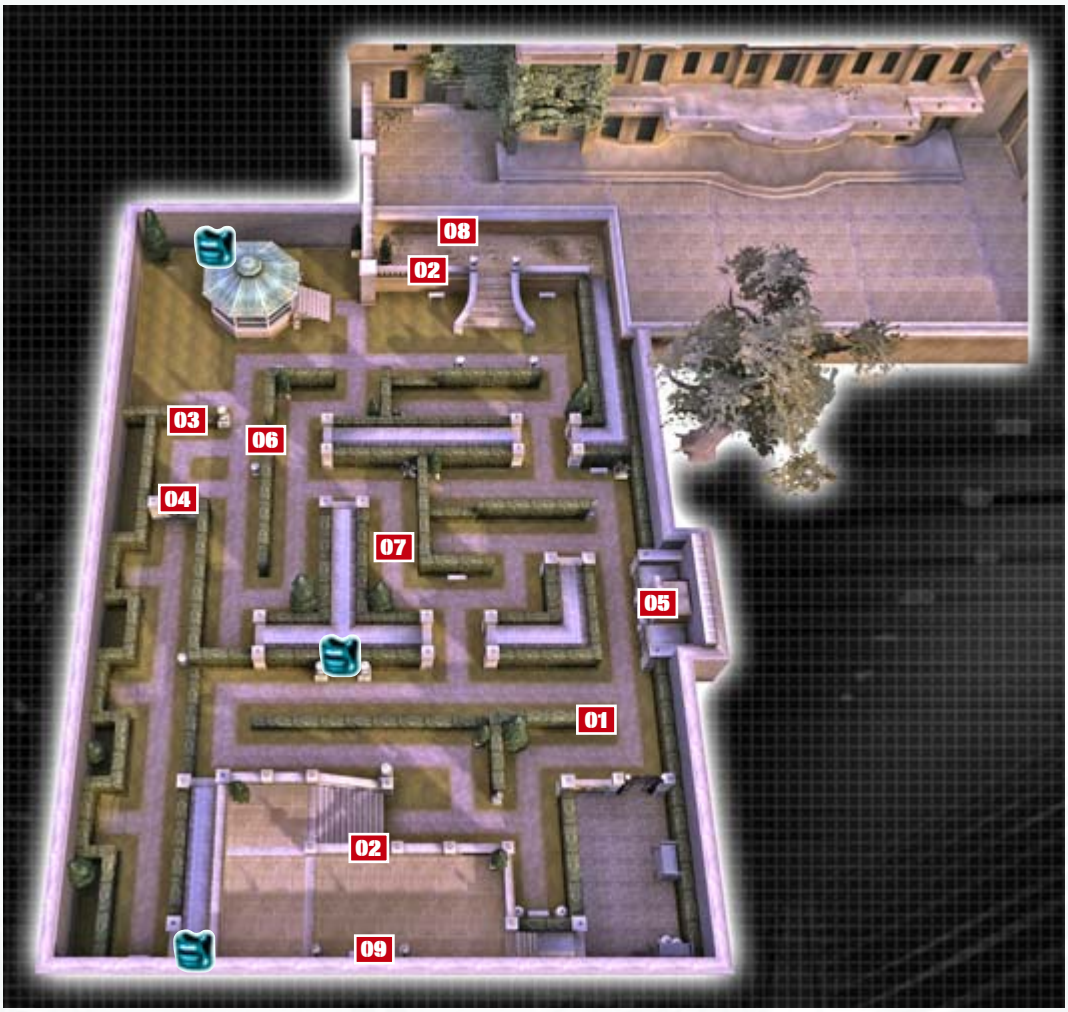
03 MULTIPLAYER

HEDGEMAZE









Note: Numbers on map correspond to screenshot numbers.

ARMOR VEST SPAWN POINTS

#1 Atop a T-shaped walkway accessible by climbing a wall.

#2 At the end of a raised walkway adjacent to a raised stone balcony.

#3 Behind a large gazebo in another corner of the maze.

LEVEL OVERVIEW

This level is a more multiplayer-friendly variant of the maze featured in the single-player Hedgemaze mission. It is filled with deadly booby traps and is fairly compact—so expect a lot of close-range fighting. The maze offers an abundance of places to take cover, so use them to your advantage whenever possible.

LEVEL HIGHLIGHTS

FIRE WHEN READY

Four switches in the maze set near-by areas on fire. One is on a hedge near an open gateway (01). Two others can be found atop opposite stone railings accessible by stairs (02). The third is on a hedge that offers a clear view of the gazebo (03)—this switch incinerates any-one inside the gazebo.

WALLS AND WALKWAYS

Like in the single-player mission, walls in the maze are climbable (04)—and many walls lead to raised walkways. It's slightly dangerous to be stuck atop these walkways

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because there isn't any cover to hide behind.

WALKWAY TRAP

Climbing up the walls near a large lion-head sculpture leads to a switch that regulates access to the raised walkways (05). Anyone on the walkways when this switch is fully activated will be trapped for a limited time.





HEDGE HOPPING

Players can find shortcuts through the maze by hopping over low hedges (06). The hedges also provide places to crouch for cover—but be aware that a player's head will remain exposed above a low hedge.





SABOTAGE BOMB PICKUP POINT

Players will find the bomb pickup point in the middle of the maze near the T-shaped raised walkway that usually has an armor vest atop it (07).



SABOTAGE BOMB HEADQUARTERS

Players will start off a Sabotage game at their respective "home bases"—which are on opposite sides of the maze on raised stone balconies (08) (09). (The actual bomb plant points are on walls at these balconies). Both plant points are guarded by machine guns at ground level, and teams can opt to defend their bases using the switches that activate the fire traps.







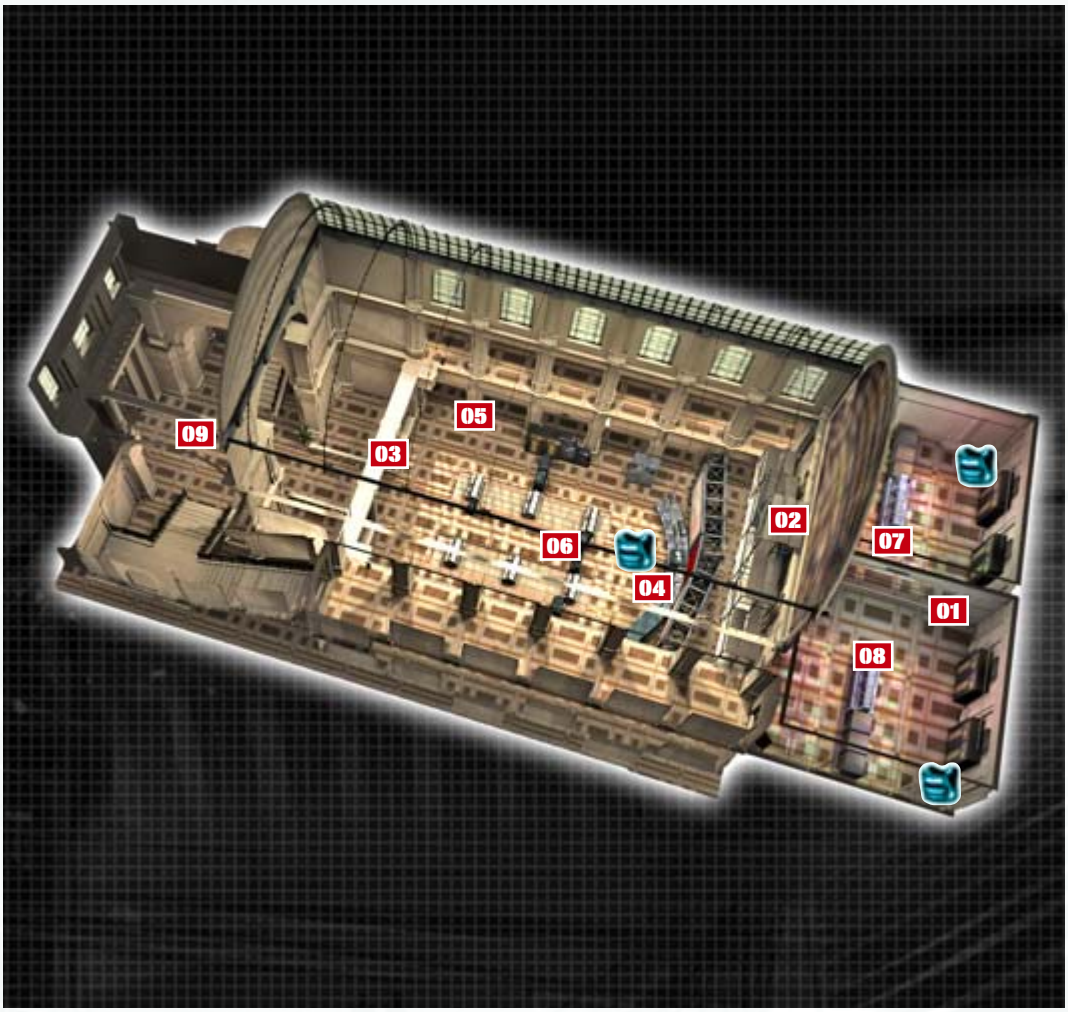
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ISTANBUL HQ









Note: Numbers on map correspond to screenshot numbers.

ARMOR VEST SPAWN POINTS

#1 In the corner of a computer room on the second floor.

#2 In the corner of another computer room on the second floor.

#3 On the first floor near the switch that gasses both computer rooms on the second floor.

LEVEL OVERVIEW

The Istanbul HQ level is a battle area based on the main lobby in the single-player Station T mission (but it looks a bit different). This compact space offers few places to hide but plenty of chances to get gassed.

LEVEL HIGHLIGHTS

WHAT A GAS

On the second floor are two computer rooms that are virtual mirror images of one another. Each room has a switch by a window that activates poison gas in the opposite room (01).

CLIMB THE SCAFFOLDING

On the second floor, look for some scaffolding to climb (02). At the top is a radioactive gun, as well as a switch that unleashes gas on much of the first floor. This scaffolding also acts as a shortcut between the two computer rooms.

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WALKING THE PLANK

A bazooka is laying in the middle of a narrow walkway that bridges the two balconies (03). A player will have to tread across carefully to avoid falling to the ground.

WHAT A GAS, PART 2

Look for a switch on the first floor in the middle of some dark-colored computer consoles (04). When activated, this switch gasses both computer rooms on the second floor.

BREATHE EASY

There's a gas mask on a column on the first floor between some desks (05). The mask lasts only for a limited time, but it'll protect the player from poison gas. Once grabbed, the mast will take a little while to respawn.

SABOTAGE BOMB PICKUP POINT

Players will find the bomb pickup point in the middle of the first floor, near the switch that activates the poison gas on the second floor (06). A quick shortcut to the first floor from the computer rooms is to climb up a nearby scaffolding plank and immediately drop. Unfortunately, players will have to go the long way up the stairs to return. However, if the bomb is left on the second floor, players can use the scaffolding (or the thin walkway described earlier) to get to a dropped bomb more quickly than by taking the stairs.

SABOTAGE BOMB HEADQUARTERS

Players will start off a Sabotage game at their respective "home bases"—which are the two computer rooms on the second floor (07) (08). The actual bomb plant points are on the sides of the white computer consoles. It's an unusual setup because of the bulletproof window that allows one person to monitor both bases. Both rooms are guarded by machine guns, and teams can opt to defend their bases using the switches that activate the poison-gas traps—so a bomb-carrier with a gas mask is at a distinct advantage here.

CHANDELIER TRAP

When an opposing player stands underneath the chandelier between the stairs, you can target and shoot down the chandelier so it crashes down on them (09).







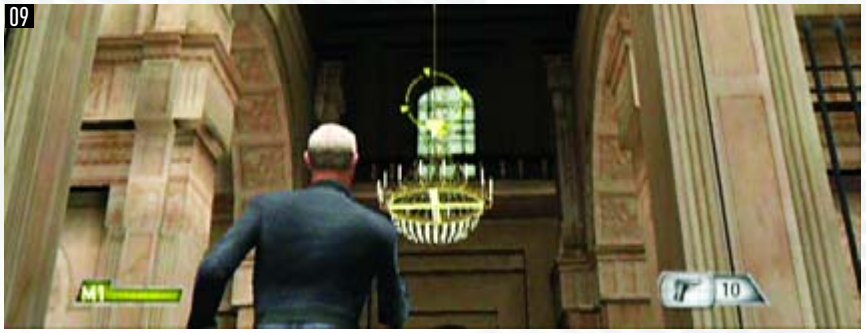












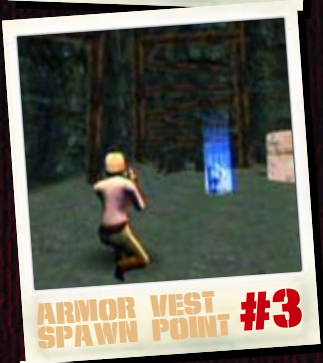
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05
MULTIPLAYER

THE GYPSY CAMP













Note: Numbers on map correspond to screenshot numbers.

ARMOR VEST SPAWN POINTS

#1 In one corner of the camp inside a ruined stone building.

#2 On the second floor of the barn.

#3 In the middle of the mine tunnel near some boxes.

#4 On an upper balcony near the jet pack's location.

#5 In the middle of the camp area near an extinguished campfire.

LEVEL OVERVIEW

The Gypsy Camp level is a reasonable facsimile of the single-player mission of the same name. Although players cannot go into the house, they can still enter the barn. In addition, the mine has a slightly altered layout compared to the single-player mission.

LEVEL HIGHLIGHTS

TAKE IT TO ANOTHER LEVEL

There are two routes that will enable players to get to an upper-level balcony—both of which involve climbing. The first is a small ruined structure to the left of the main entrance (01). Walk up some small stone steps to climb onto a wooden platform. A series of additional climbs will bring the player to the top. The second route is to the right of a small pond. Standing on a green ridge will enable the player to climb up to a thin wooden ramp (02). Once on the upper level, players can use barrels for cover.

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FLIGHT OF FANCY

There's a jet pack hidden on the upper-level balcony. To reach it, look for an armor vest on the upper-level balcony. Behind that vest is a wall to climb that leads to a "hidden" area that contains the jet pack (03). Once the pack is equipped, a player can leave it at ground level for others to use.

BARREL TRAPS

The upper-level balcony allows access to a small stone room that contains a bazooka. However, it's also a potential trap for players who get too close to the explosive barrels (marked with white paint splotches on them) (04). When shot, these barrels explode, destroying part of the balcony. Anyone standing nearby will fall and take damage.

BARN TRAP

When a player is on the second floor of the barn, an opposing player can target the barrels hanging in front of the barn (05). When shot, these barrels fly into the barn and dispatch anyone caught in the explosion.

UP ON THE ROOF

Like in the single-player mission, players can use a stone ramp to the left of the house to climb onto the roof (06). Usually, special pickups and weapons such as the radioactive gun are atop this roof.

SABOTAGE BOMB PICKUP POINT

Players will find the bomb pickup point in front of a tree stump between the barn and the gypsy house (07).

SABOTAGE BOMB HEADQUARTERS

Players will start off a Sabotage game at their respective "home bases." The first home base is behind the gypsy house (08), and the bomb plant point is on an exterior wall. The second home base is in a ruined stone structure near the barn (09), and the bomb plant point is on a wall.

Both home bases are guarded by machine guns, but both guns can be bypassed thanks to semisecret "back door" entry points. The mine shaft has a second entrance in a corner of the level behind the house, while the ruined stone building is accessible by climbing onto a thin wooden ramp adjacent to the structure, then dropping inside. These machine guns can be "switched," as well (see the next tip).

MACHINE-GUN SWITCHES

Near each machine gun is a switch that reprograms it to attack the other team. The switch for one machine gun is to the left of a stone archway (10), and the switch to the other machine gun—the one near the mine tunnel—is at the back of the nearby gypsy house (11).















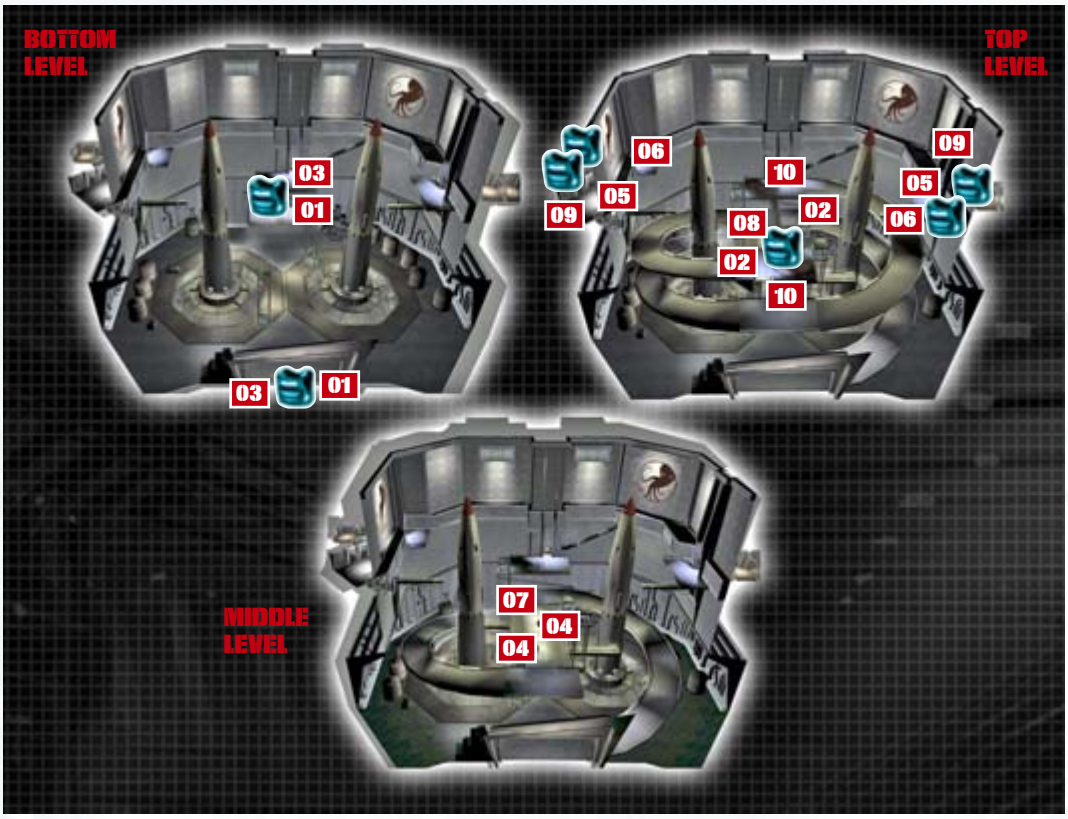




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06
MULTIPLAYER

MISSILE SILO



Note: Numbers on map correspond to screenshot numbers.











ARMOR VEST SPAWN POINTS

#1 At the bottom level next to an armored vehicle.

#2 At the bottom level near the second armored vehicle.

#3 On a narrow metal bridge on the upper level.

#4 A pair of vests is in a room at the very top of the level, near one of the machine guns.

#5 A pair of vests is in a room at the very top of the level, near the other machine gun.

LEVEL OVERVIEW

The Missile Silo level comprises heavily guarded launch pads and dual mission-control areas highlighted by two gigantic nuclear missiles—obviously the work of OCTOPUS. This sprawling level features numerous vehicles, plenty of space to roam and multiple options for moving up and down the huge cavern. In addition, the mirrored nature of the level makes it a little more difficult to "spy" on someone else's game screen to find out exactly where an opponent may be.

LEVEL HIGHLIGHTS

GET BEHIND THE WHEEL

Two armored vehicles rest at the bottom of the level, each one parked in front of a large warehouse door (01). These vehicles are doubly threatening: Not only do they shoot missiles that can track opponents, but they can also run over on-foot opponents for quick and dirty dispatches. A vehicle can sustain damage, however, if it crashes into fixed obstacles or walls.

SUPER FLIGHT

Two jet packs are at the top of the level, each one sitting on a platform that has a large painted OCTOPUS logo on the floor (02). A jet pack is the fastest way to get up and down this sprawling space.

LAUNCH-PAD TRAP

This level features an intricate trap that takes a while to set up—but the potential payoff is substantial. The first part of the trap is to find a missile key at the bottom (or near the top) of the level—there's one

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key in each garage area close to where the armored vehicles are found (03). With the key acquired, a player must reach the middle level, which features two prime missile switches (04). Only players with a key can activate these switches, and each switch activates the missile it is closest to.

With the switch activated, the player must head to the upper level and find stairs to the control room for that missile—there are two control rooms up here, so it's essential that a player keep track of which missile he has triggered so he can find the correct room.

A final switch lies in the control room (05), and it takes a very long time to activate—but once it does, a missile will blast off. All doors to rooms (as well as large warehouse doors at the bottom level) will close, and the blast exhaust that fills the cavern will fry anyone trapped in the missile area.

There are several ways to avoid getting fried. Players in armored vehicles will be protected from any exhaust, and other players can find safety by running into any area protected by a closing door.

MACHINE-GUN PADS

Near both control rooms at the very top of the cavern are two balconies—each of which features a machine gun (06). The machine guns have a fairly limited range: Basically, each one can cover only the entrances to the two control rooms, and any unlaunched missiles will further hamper their possible field of fire.

CHUTES AND ELEVATORS

The quickest way for players on foot to move up and down this level is via the series of elevators in the center region (07). Two elevators run between the bottom and middle level, while two others run between the middle and top level. Access to them varies depending on how they're used—for instance, if two players use elevators to go up to the middle level, both elevators will be inaccessible from the lower level until someone sends them down.

There are also two holes on the middle level (each hole is in front of a missile switch) that allow quick one-way access to the bottom level. Additionally, gigantic circular ramps are available so that players on foot (or in an armored vehicle) can traverse the levels.

SABOTAGE BOMB PICKUP POINT

Players will find the bomb pickup point on the narrow bridge on the upper level, next to the armor vest location (08).

SABOTAGE BOMB HEADQUARTERS

Players will start off a Sabotage game at their respective "home bases," which are the upper-level missile control rooms (09) (the bomb plant points are inside these two rooms). The easiest way to tell the rooms apart is by their access points—one has a metal staircase and a man-made wall; the other has a ramp and a natural rock wall. Each control room is guarded by an automatic machine gun.

MACHINE-GUN SWITCHES AND MISSILE KEYS

Near each machine gun is a switch that reprograms the gun to attack the other team. Both machine guns are in small rooms that connect the missile-control rooms and the upper level. The switch to one machine gun is right across from it on a wall inside that small room (10). In Sabotage mode, one of these small rooms will also contain missile-launch keys that can be used to prime the missiles for possible launch.















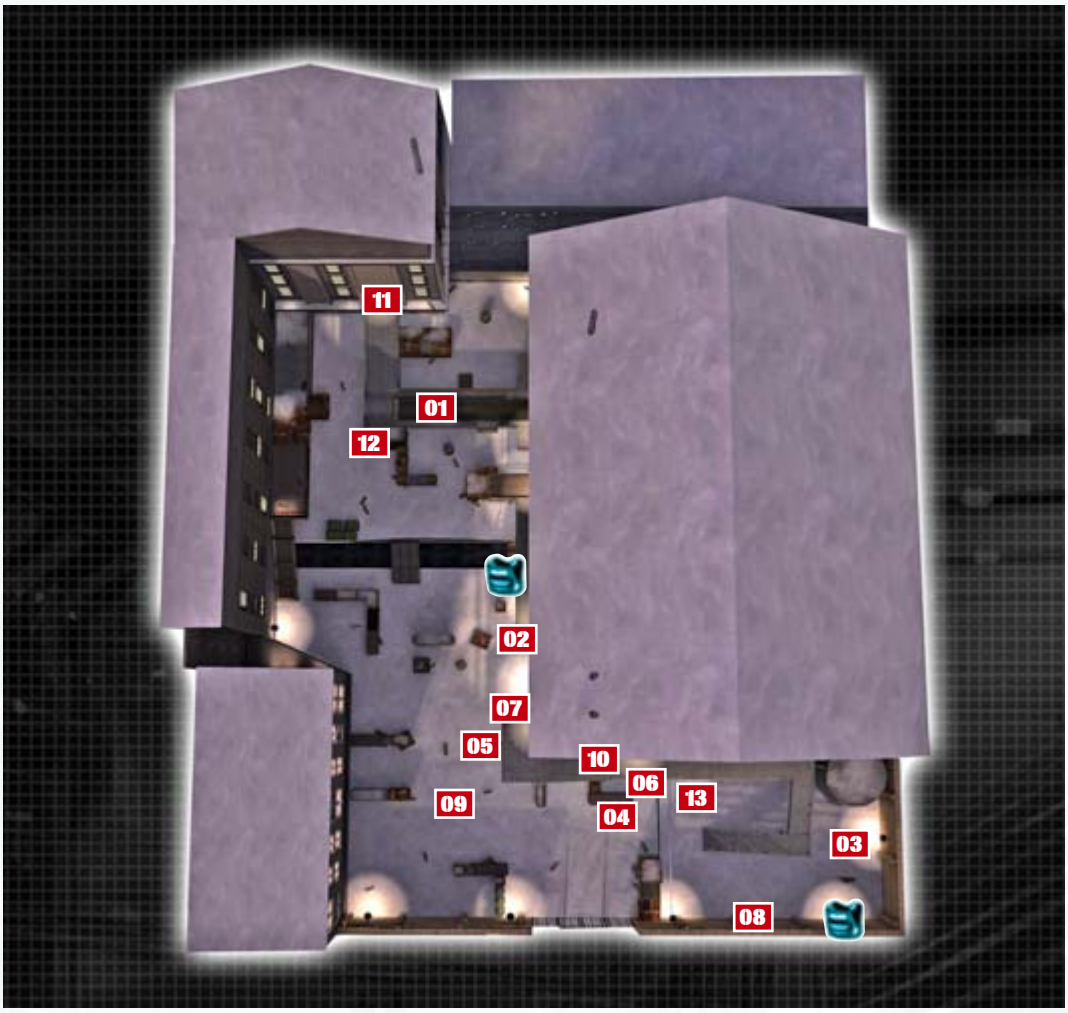
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07
MULTIPLAYER

SMUGGLER'S YARD







Note: Numbers on map correspond to screenshot numbers.

ARMOR VEST SPAWN POINTS

#1 To the right of the large yellow crane.

#2 Underneath a wooden ramp in a trench area.

LEVEL OVERVIEW

Although it's never stated explicitly in the game, the Smuggler's Yard level appears to be an offshoot of the single-player Factory mission, with its snow-covered ground and mountain backdrop. The boxes, barrels, and metal structures littered throughout the yard provide abundant places to take cover.

LEVEL HIGHLIGHTS

HIGH FLIER

There's only one jet pack on this level, and it's in plain view on a raised metal platform (01).

PLENTY OF BAZOOKAS

A number of bazookas can be found throughout this level. One lies near the jet-pack location at the end of a metal ramp connected to a building (02). Another bazooka is on the ground next to the large yellow crane (03).

AN EXPLOSIVE TURN OF EVENTS

This level features a two-part trap that can be triggered only once per game. Across from the entrance gates is a

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tarp-covered metal box. Behind that box is a switch (04). When the switch is fully armed, it triggers the release of some steam atop a large tank nearby. Players can target a flashing strobe light on the tank and shoot it (05) to annihilate any player near the tank as it explodes in grand fashion. A word of warning: The player shooting the tank should not stand near it, or he'll likely get caught in the blast.









Q-COPTER ... AND MORE?

A Q-Copter can usually be found near the switch that activates the large tank trap (06). However, players should keep an eye on this area, because on rare occasions a briefcase turret will appear instead.





GETTING STEAMED

A metal ramp that starts near the yellow crane leads to a switch (07). When this switch is fully activated, steam will pour out of a trench area below and immediately dispatch any opponents in the trench.

CRANE TRAP

When a player stands under the gigantic box held up by the crane, an opposing player can target the wire that keeps the box suspended (08). This will make the box fall, crushing anyone standing underneath it.

SABOTAGE BOMB PICKUP POINT

Players will find the bomb pickup point in front the large tank with red stripes (the destructible one) (09).

SABOTAGE BOMB HEADQUARTERS

Players will start off a Sabotage game at their respective "home bases." The first home base is the ramp near the crane (10), and the bomb plant point is on a door on the upper level that can be reached only via the ramp. The second home base is near the jet pack's location (11), and the bomb plant point is on a nearby door. Both home bases are guarded by machine guns.





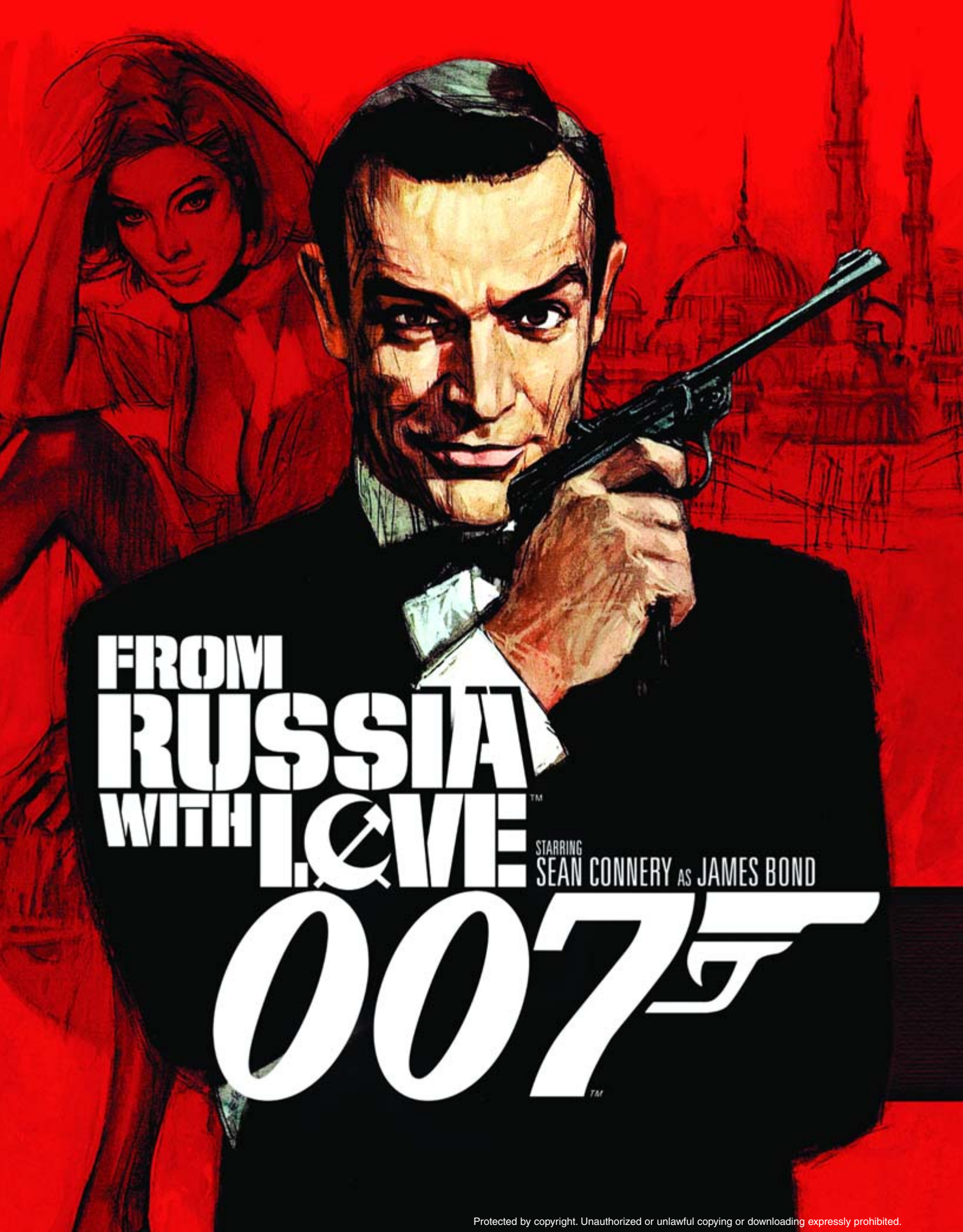
MACHINE-GUN SWITCHES

Near each machine gun is a switch that reprograms it to attack the other team. The switch to one machine gun (the one near the jet pack's location) is on a green metal structure (12), while the switch to the other machine gun (the one near the crane) is to the right of a nearby set of stairs (13).





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THE GAME ENDING

Players who defeat the final main mission, OCTOPUS Base, are treated to a dramatic ending cinema—a conclusion that's much different from the original movie! We won't spoil the ending, but here are a few pictures to whet your appetite....







ATTACHÉ CASE MINIGAME

Starting with the Hedgemaze mission and continuing for most of the remaining ones, you will be able to find an attaché case hidden somewhere within each mission. Once an attaché case is found, you can "open" it via the item select screen. This will allow you to play a special bonus game to earn additional research points.

During the game, a sequence of buttons will appear on the briefcase as a view screen flashes with different buttons. When a button on the screen matches one on the briefcase, press that button to deactivate it. (If it appears multiple times, quickly press the button multiple times). The buttons don't have to be deactivated in order from left to right—once the button appears on screen, it can be deactivated. Pressing the wrong button will cause a red light to appear. A red meter shows how much time remains to play. Deactivate as many codes as possible before time runs out to earn research points.

ALTERNATE OUTFITS



In a few missions, you will be able to acquire and wear alternate outfits such as a covert uniform, a classic black tuxedo and a white dinner jacket. Equip these outfits on the item select screen to change your on-screen appearance.





SKILL POINTS



You earn skill points for completing a mission. The total points awarded will vary depending on how many special-technique dispatches you performed (i.e. stealth, Bond Focus, hand-to-hand combat) and how many awards were earned upon finishing a mission.

These skill points can be "spent" for extras such as:

MULTIPLAYER VILLAINS

You can unlock additional characters—including some classic bad guys such as Goldfinger and Dr. No—for use in multiplayer games.

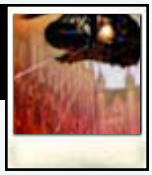
MEDIA

You can unlock and watch a number of special behind-the-scenes featurettes as well as exclusive preview trailers for the game.

CONCEPT ART

You can unlock and watch a slide show of concept artwork that had been developed for each of the 14 primary missions.

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WEAPON AND GADGET UPGRADES

WEAPON	CLIP	AMMO	SPEED	SP. AMMO	FIRST APPEARANCE
Silenced PP7	3	8	8	10	London
Kronen SMG	5	8	10	10	London
Bosch Shotgun	8	12	N/A	10	Istanbul Pt. 1
Bazooka	N/A	10	N/A	10	Station T
Assault Rifle	8	15	N/A	12	Istanbul Pt. 2
Wright Magnum	10	10	8	N/A	Underground
Sniper Rifle	10	8	10	N/A	Gypsy Camp
Serum Gun	N/A	8	N/A	N/A	Consulate
Armor Piercing Rifle	8	12	10	N/A	Factory

GADGET	#1	#2	#3	#4	FIRST APPEARANCE	UPGRADE NOTES
Q-Armor	25	25	25	25	London	Each upgrade increases the armor bar by 25%
Laser Watch	8	10	N/A	N/A	Hedgemaze	#1 Battery Life +50%; #2 Damage +50%
Q-Copter	12	8	N/A	N/A	Station T	#1 Damage +50%; #2 Health +50%
Sonic Cufflinks	8	12	N/A	N/A	Underground	#1 Radius +25%; #2 Duration +50%
Briefcase Turret	10	10	N/A	N/A	Train	#1 Health +50%; #2 Damage +50%

EXTRAS

MEDIA	SKILL POINTS NEEDED	DESCRIPTION
Connery	15,000	A behind-the-scenes look at the making of the game, featuring Sean Connery
Bond Girls	15,000	A behind-the-scenes look at the Bond Girls in "From Russia With Love"
Movie to Game	15,000	A behind-the-scenes look at the game development process
Multiplayer Trailer	25,000	A montage of action from the game, featuring multiplayer
Hedgemaze Trailer	25,000	A montage of action from the game, featuring the Hedgemaze mission
Istanbul Pt. 1 Trailer	25,000	A montage of action from the game, featuring the Istanbul Pt. 1 mission
Q-Lab Trailer	25,000	A montage of action from the game, featuring the Q-Lab
London Trailer	25,000	A montage of action from the game, featuring London
Factory Trailer	25,000	A montage of action from the game, featuring the Factory mission

CONCEPT ART	SKILL POINTS NEEDED	DESCRIPTION
London	10,000	A look at the concept art used to design this mission
Hedgemaze	15,000	A look at the concept art used to design this mission
Istanbul	15,000	A look at the concept art used to design this mission
Station T	20,000	A look at the concept art used to design this mission
Underground	25,000	A look at the concept art used to design this mission
Gypsy Camp	25,000	A look at the concept art used to design this mission

continued...

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CONCEPT ART	SKILL POINTS NEEDED	DESCRIPTION
Sniper Alley	25,000	A look at the concept art used to design this mission
Consulate	30,000	A look at the concept art used to design this mission
Train	30,000	A look at the concept art used to design this mission
Factory	30,000	A look at the concept art used to design this mission
Border	30,000	A look at the concept art used to design this mission
Octopus Base	35,000	A look at the concept art used to design this mission

MULTIPLAYER VILLAIN UNLOCKS AND DESCRIPTIONS

VILLAIN	SKILL POINTS NEEDED	DESCRIPTION
 Red Grant	None	One of the main villains in "From Russia With Love"
 Morezny	None	One of the characters in "From Russia With Love"
 Kronsteen	None	One of the characters in "From Russia With Love"
 Krilencu	None	One of the characters in "From Russia With Love"
 Soviet Soldier	None	A rank-and-file soldier in the Russian army
 Soviet Thug	None	A big, mean soldier well-versed in hand-to-hand combat
 Octo Gunman	None	One of the low-level soldiers in the OCTOPUS organization
 Octo Bazooka	None	An OCTOPUS soldier trained in the use of heavy weaponry
 Leyla Karistiran	None	An exotic-looking mercenary
 Portia Lovejoy	10,000	A mercenary who uses her English gentry background as cover
 Zora Casanovic	10,000	An effective yet highly volatile Russian enforcer
 Soviet Elite	10,000	A highly trained soldier in the Russian army
 Soviet Bazooka	10,000	A specialist in heavy weapons such as bazookas
 Soviet Pilot	10,000	One of Russia's bravest soldiers – a volunteer for the jet pack corps

VILLAIN	SKILL POINTS NEEDED	DESCRIPTION
 Soviet Abseiler	10,000	A Russian officer who uses surprise as a tactical advantage
 Soviet Radio	10,000	A watchman who serves as the eyes and ears of the Russian army
 Octo Elite	25,000	One of the top-trained gunmen in OCTOPUS
 Octo Enforcer	25,000	A trained thug who uses intimidation as well as firearms
 Octo Captain	25,000	A much-feared leader of an OCTOPUS strike team
 Octo Pilot	25,000	A soldier who specializes in jet pack combat
 Octo Abseiler	25,000	Using ropes, these soldiers drop down from roofs to surprise foes
 Octo Riot Guard	25,000	These guards trust their heavy armor when charging into combat
 Scientist	25,000	Works on illegal experiements in OCTOPUS laboratories
 Octo Henchman	25,000	A low-level worker in the OCTOPUS organization
 Eva Adara	40,000	An OCTOPUS agent working with Red Grant to take down Bond
 Goldfinger	40,000	One of the classic James Bond villains
 Dr. No	40,000	The scientific genius and criminal leader from the first Bond film

SECRET MISSION UNLOCKS AND TARGETS

MISSION	TO UNLOCK	SCHEMATICS	TIME	DISPATCHES	ATTACHÉ CASE?
Tunnels	Earn 10 Awards	1	8:00	36	No
Ruins	Earn 25 Awards	1	20:00	60	No
Plaza	Earn 40 Awards	0	3:00	25	No
Airport	Earn 60 Awards	1	8:00	75	No

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